

PUZZNIC

The latest and greatest puzzle game to hit the Western World has now come to your computer! The best selling coin-op game by Taito employs 144 levels of fiendish perplexity as you position the blocks and make them disappear. Sounds easy?

The gameplay is staggeringly simple - the ingenuity lies in the formation of the screens! Get puzzled by PUZZNIC and be prepared for many long nights of frustration and excitement!

**NOT
an official
Amstrad
publication!**

A M S T R A R

ALL GRAPHICS AND NO GAMEPLAY?

Shadow of the Beast stunned on the Amiga. But exactly how good is the Amstrad version?

More CPC reviews than any other mag!

AND...

- **ON THE GRAPEVINE** – read the latest games gossip
- **PROGRAMMING IN 3D** – adding that extra dimension to your routines
- **STORM WARNING!** – a brand new games label is launched
- **GREMLIN'S GRAPHICS** – exclusive interview
- **ALL THIS, AND SO MUCH MORE, INSIDE...**

WIN A TV & VIDEO!
An amazing £600-worth of gear up for grabs

50 BEST GAMES OF 1990
The games you simply must not miss!

Confused by computers...? Baffled by the basics...? Puzzled by programming...?

ASK ALEX!
New beginners' section starts this month

Snow Strike ★ Kick Off II ★ Sim City ★ Sherman M4

BRAITAIN'S BEST SELLING MAGAZINE FOR THE
**CPC 464 • 6128 PLUS
GX4000 CONSOLE**

ISSUE 63
DECEMBER
1990
£1.60

12

9 770954 806010

SCHWARZENEGGER

STARS IN THE MOVIE - NOW YOU STAR IN THE GAME...

TOTAL RECALL

AS DOUG QUAID YOU HAVE BEEN
A HAUNTED BY RECURRING DREAMS
OF ANOTHER LIFE ON MARS. YOU
ARE DRAWN TO REKALL INCORPORATED,
A UNIQUE TRAVEL SERVICE SPECIALIZING
IN IMPLANTING FANTASIES INTO THE MINDS
OF THOSE WHO DESIRE TO TURN THEIR
DREAMS INTO REALITY.

THE GO TRIP OF A LIFETIME

YOU MUST TRAVEL TO
YOUR TRUE IDENTITY
A JOURNEY OF NON-
MUTANTS, FUTURISTIC
ARRAY OF WEAPONRY ALL
EXECUTED GRAPHICS
COMPLIMENTS THE
YEAR'S T

MARS TO DISCOVER
YOUR MISSION IS NOW
STOP ACTION, STRANGE
VEHICLES AND A STARTLING
CAPTURED IN SUPERBLY
ANDA GAME PLAY THAT
SUCCESS OF THE
OP M

YOU'RE NOT YOU -
YOU'RE M



©1989 CAROLCO PICTURES, INC.

OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650



Just about **EVERYONE***
can save pots of money
buying presents at the
Computer Shopper Show!

* An exit poll
at last year's
Computer Shopper
Show revealed that
95 per cent of
visitors reported
"substantial
saving" from their
purchases
— with individual
figures ranging
from £50 to more
than £1,000!

- ★ One-stop shopping for ALL your computer Christmas presents!
- ★ Hundreds of stands packed with special show bargains!
- ★ Expert advice to help you make the right choice!



And if all that wasn't enough, cut out the special voucher on this leaflet and save up to 70p off the price of your ticket!

SAVE!



This voucher is worth 70p per person off the admission price to Computer Shopper '90

Only valid Thursday or Friday December 6 or 7.

OR SAVE £4 off the price of a family ticket (two adults and two children)

**COMPUTER
SHOPPER
SHOW'90**
Wembley, London • 6-9 December

ACT12 Only one discount per person is allowable

SAVE!



This voucher is worth 50p per person off the admission price to Computer Shopper '90

Only valid Saturday or Sunday December 8 or 9.

OR SAVE £3 off the price of a family ticket (two adults and two children)

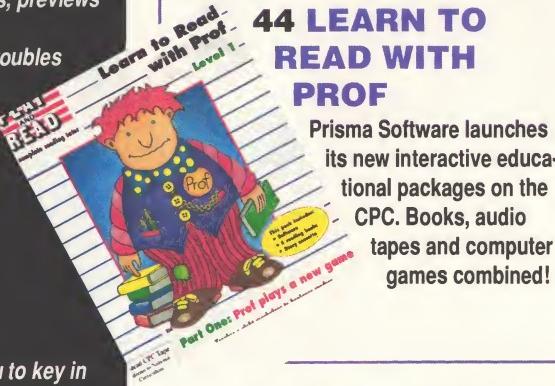
**COMPUTER
SHOPPER
SHOW'90**
Wembley, London • 6-9 December

ACT12 Only one discount per person is allowable

AMSTRAD ACTION DECEMBER 1990

Regulars

- 8 **AMSCENE** All the latest news
- 11 **REACTION** Four pages of readers' letters
- 16 **ON THE GRAPEVINE** News, previews and the latest games
- 24 **FORUM** All your technical troubles solved
- 28 **ASK ALEX** Are you a helpless beginner? This is the section for you
- 31 **CHEAT MODE II** Your chance to order the Cheat Mode omnibus
- 71 **THE BALROG** The hairy fiend presents his regular monthly adventure column
- 74 **TYPE-INS** Programs for you to key in yourself
- 80 **SUBSCRIPTIONS** Don't miss out — make sure you get your regular copy of AA!
- 84 **CHEAT MODE** Six pages crammed with hints, cheats, pokes and solutions to all the latest games
- 90 **FREE FOR ALL** Caroline Lamb presents our regular look at the public domain scene
- 92 **HELPLINE** The page where readers in need can make their pleas for help — for nothing!
- 94 **SMALL ADS** Anything to sell? It costs just a fiver to reach over 30,000 Amstrad fans...
- 96 **SPECIAL OFFERS** Bargains just too, too good to miss
- 98 **AAFTERTHOUGHT** The Amstrad Action team sums up yet another month



Action Test

- 50 **SHADOW OF THE BEAST** The 16-bit classic hits the Amstrad!
- 52 **WHEELS OF FIRE** Domark's four-game driving compilation
- 63 **KICK OFF II** The follow-up to Anco's rip-snorting soccer sim
- 64 **SNOW STRIKE** Take to the skies and battle the drug barons...
- 66 **SHERMAN M4** Bash the boche in your trusty tank
- 68 **SIM CITY** Build your own metropolis!

Serious

- 39 **PROGRAMMING IN 3D** The first part of Conrad Bessant's new series
- 44 **LEARN TO READ WITH PROF** Prisma's new educational package under the microscope

Line up

82 STORM WARNING!

James Leach attends the rough 'n' rugged launch of a new force in computer gaming.



50 ALL GRAPHICS AND NO GAMEPLAY?

Psygnosis' Shadow of the Beast set new standards in graphics on the Amiga — is it an impossible act to follow on the CPC?



39 PROGRAMMING IN 3D

Conrad Bessant explores the maths and theory behind 3D computer graphics in a new tutorial series.



34 WIN A TV & VIDEO!

Plus ten runners-up prizes — don't miss it!



16 THE 50 BEST GAMES OF 1990

Part I of the two-part AA end-of-year retrospective. Did they all stand the test of



ABC

Member of the Audit Bureau of Circulations

30,156

Future Publishing Limited
Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW

© Future Publishing Ltd 1990 *Amstrad Action* is an independent publication. The company producing it — Future Publishing Ltd — has no connection with Amstrad plc. We cannot guarantee to return material submitted to us, nor can we enter into personal correspondence. We take great care to ensure that what we publish is accurate, but cannot be liable for any mistakes or misprints. No part of this publication may be reproduced in any form without our explicit written permission.

Future Publishing The company that publishes *ST Format*, *Amiga Format*, *Your Sinclair*, *Commodore Format*, *Sega Power*, *New Computer Express*, *8000 Plus*, *PC Plus*, *Mac Publishing* and *Classic CD*.

Sorry and all that, but we're so busy putting your favourite Amstrad mag together that we don't have time to take all those readers' calls about cheats, listings, best buys and so on. That doesn't mean we can't help you out, though — course not! Just send a letter to *Cheat Mode*, *Forum*, *Reaction*, *Ask Alex* etc and we'll do our darndest to sort you out!

Tel: 0225 442244 • Fax: 0225 446019 • Editor Rod (Hunk) Lawton • Reviews Editor Adam (Doc) Waring • Staff Writer James (Loafer) Leach • Contributors Alex van Damm, Conrad Bessant, Stuart Whyte, Phil Howard, Caroline Lamb • Art Editor Ollie (No, missus!) Alderton • Additional design Paul (You're all mad) Tudor • Advertisement Manager Elaine Brooks, tel: 0225 442244 • Publisher Greg Ingham • Assistant Publisher Jane Richardson • Publishing Assistant Michele Harris • Production Melissa Parkinson • Subscriptions Christine Stacey, tel: 0458 740111 • Mail Order Claire Bates, tel: 0458 740111 • Circulation Director Sue Harley, tel: 0225 442244



Gremlin's graphics

Gremlin's Shadow of the Beast and other forthcoming products - including the amazing Switchblade - impressed us so much, we wanted to know more. ROD LAWTON spoke to Gremlin's technical chief James North-Hearn about the company's approach to Amstrad graphics and the new console...

All Gremlin games at the moment seem to be using the 4-colour mode. Is that a general decision you've made just to get better resolution? It's down to what suits the game, to be honest. Most people tend to the opinion that if you use the 16-colour mode you can do a much better job than with four colours. We don't believe that. We think it's horses for courses. We're working on a couple of products now, one of which will be in 16-colour mode, because the graphic style and the game style suits a lot of colours but fat pixels, if you like. The 'ruggedness' of the resolution isn't a problem. A lot of companies in the past have done conversions of Spectrum games to 4-colour mode because the resolution's the same - but monochrome. But we don't do that. We use four colours. If

"We can work faster on the screen in 4-colour mode. But one of the other advantages of using 4-colour mode is the fact that you can store a lot more graphics... compressed graphics."

you look at *Shadow of the Beast* - the artwork in that is bloody superb, I think. Now that isn't done in two colours. That's not flat artwork, that's 4-colour artwork. The Spectrum version is very good - excellent - but the Amstrad one is better.

Is it easier to program faster-running games in 4-colour mode - *Lotus Esprit*, for example? It depends on how you organise your graphics. We can work faster on the screen in 4-colour mode. But one of the other advantages of using 4-colour mode is the fact that you can store a lot more graphics. And also, because most games now are compressed to squeeze them on to tape or disk, using 4-colour, we are able to produce better-compressed graphics.

So you can produce bigger games and make them run faster?

Exactly. And also, I think, in a lot of cases, look more attractive and interesting.

How about the console - is it easier to program for than the old CPC?

It's not easier, it just offers better facilities. But

we are very aware of the fact that, on the console, because it can achieve more, you have to do more. We have no intention of taking existing, standard Amstrad stuff and just porting across. I don't think that's fair to the public when it's so expensive to buy.



• *Shadow of the Beast*: "bloody superb" artwork.

Although they're based around the same hardware, do you have to write games for the CPC and the console from the ground up...?

I would put it this way. The difference could be as great as the difference between the Spectrum and the normal CPC. To write a console game and a normal CPC game, you could realistically be looking at writing for one and a half formats, if you like. They're not completely different - you wouldn't have to sit down and write two - but it depends on how much individuality you're going to give and how much of the resources available on the console you're going to use. The main things to consider are first of all the scrolling on the machine. By adding the hardware scrolling, it frees up an awful lot of room in the machine. Because to get smooth scrolling on the Amstrad, normally, takes a lot of space. There are several techniques for doing it. If you build them out of blocks, you could store pre-shifted blocks, or there's another alternative that's often used, that is to use pre-shifted screens - but all those things take up space, which affects the game itself. So just removing those allows you to do a lot more with the machine.

So the extra console hardware allows you to write 'bigger' games for the same amount of code, if you like?

Exactly. That's exactly it. The console's 64K should allow you to do a much better job with a product than you could on a normal machine. And that's what we aim to do. One of the

biggest assets of the machine, I believe, is the fact that you can pre-determine the colours, which allows much nicer graphics. Before you were fixed.

You mean the extended palette...?

The Amstrad colour range was quite nice, but it was only 27. Now, though, you can get a much better match of colours, better fading effects etc. The ability to interrupt, as well, down the screen, the extra facilities they've added there, you can add effective colour displays that the machine itself helps you generate. That's been well thought-out.

The basic CPC has been out for six years, but the games are still improving every year. Do you think it's going to take a long time for programmers to really get to grips with the console?

I think the fact that the CPC is obviously well-established and all the major writers and publishers have a good understanding of what the CPC is able to do, is important. Basically, we're looking at a CPC with features that have been added - it's easy to say, "we could do that

"The difference [between the 'old' CPC and the console] could be as great as the difference between the Spectrum and the normal CPC."

before; now we should be able to do this". The technology they've [Amstrad] adopted to improve the console are facilities available on other machines - namely the 16-bit machines - so the understanding of how they can be used to improve games is already there. It seems to me that what they have done is taken the basic machine and looked at what was offered on the other machines and how they could improve it. And I think they've got it right.

READ THE REVIEWS!

Gremlin's *Shadow of the Beast* gets reviewed on page 50 this issue. And next month, we'll be checking out the stunning *Switchblade*. Don't miss it...!

Take the challenge! The evil Death Adder has kidnapped the King and his daughter, and is lurking in his lair with the precious Golden Axe. Only you can rescue the rulers of the Land of Yuria and set their people free.

But can you battle through the six levels of this action-packed quest that is faithful to the coin-op original? Use magic to blast your enemy, slash and hack with your trusty weapon - or climb onto the back of a fire-breathing Bizarrian to deal death to the foe. Hectic combat action awaits you...

Available on Atari ST, Amiga, Commodore 64, Spectrum and Amstrad CPC

© Virgin Mastertronic Ltd. 1990
© Sega Enterprises Ltd. 1989, 1990
16 Portland Road, London W11 4LA



Amscene

releases... updates... previews... new releases... updates... previews...

DISC DRIVE BREAKTHROUGH

The Amstrad 464 Plus can now take an external 3-inch drive! Despite fears that Amstrad's new machine would not accept an external drive, limiting its users to tape or cartridge-based software only, those boffins at WAVE and Microstyle have, between them, worked out how to do it.

All it requires is a modification to the disk drive interface supplied with Amstrad DD-1 drives, and WAVE is to offer this service to any 464 owners who have these drives and who have been put off upgrading to the Plus version.

Price and other details had not been finalised at the time of going to press, so if you want to find out more, get in touch with WAVE at 1 Bucclech St, Barrow-in-Furness, Cumbria, LA14 1SR. Tel 0229 870000.

Drive double

Larger, 3.5-inch, drives have always been a popular choice when it comes to second disk drives for the CPC. The advantage is that these drives are capable of storing much more information on a disk than a 3-inch drive. The disks are far cheaper too.

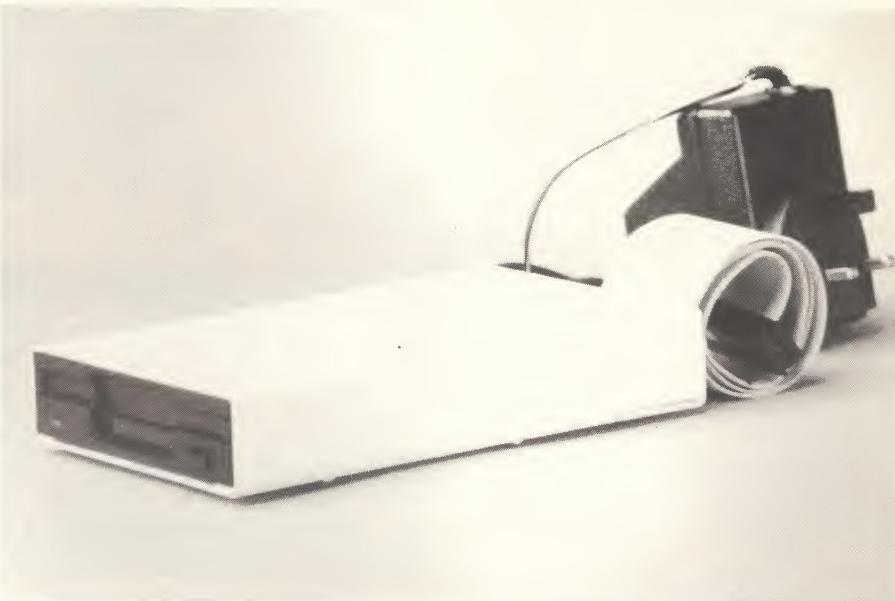
The problem is that to take advantage of the extra capacity available, you also need an extended disk operating system. Without one, the capacity is reduced to half that of a standard 3-inch disk. This is because they cannot be flipped in the same way, so only one side of the disk can be utilised.



● Green screen owners can now upgrade to colour for £99.

Microstyle is set to change all that. Its 3.5-inch drives are now being supplied with a special switch. In one mode it uses both sides of the disk, so that the 'big' formats can be used. In another, the different sides of the drives can be selected. This is the equivalent of 'flipping' the disks over, so in effect you get two disks in one.

The drives can be supplied with connectors for either the CPC range, or the 6128 Plus. They cost £79.95 plus £3 postage and packing.



● 3.5-inch drives can now 'flip' disks AND work with the 464 Plus, thanks to Microstyle and WAVE.

Tired old format

Yet another All Formats Computer Fair is on its way. This regularly-held show, which resurfaces every six weeks, is popular with both the public and exhibitors alike. Stands are very cheap – around £75 a day – resulting in all manner of companies renting out space.

The last All Formats Computer Fair of the year will be held on the 15th December at the New Horticultural Hall, London. For further details, contact John Riding on 0225 447453.



● The next All Formats computer fair will be on December 15th.

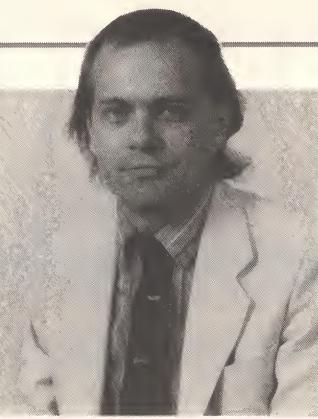
WAVE goodbye to green screens

WAVE has also been busy on another front. Mono monitor owners who are fed up seeing their favourite games in green now have a chance put a bit of colour into their lives.

CPC monitors have never been available as separate items. Consequently, people who bought green-screen machines but later wanted to upgrade to colour have only had the option of using a TV modulator. As well as tying up the family TV set, this also had the disadvantage of lower picture quality than available on a monitor.

Well now WAVE has secured a number of shop-soiled and ex-demonstration models that are being sold individually. There are two types available, the CTM640 for 464 owners, and the CTM644 for the 6128.

The monitors are priced at £99 each, and you'll need to add £5.75 for postage and packing. Stocks are low, so you'd be advised to act quickly. If you're interested, WAVE's address is printed above.



Perry leaves Amstrad

Roland Perry, Amstrad's long-serving technical manager, has left the company to set up his own business, Perry Technology Consultants.

Roland worked for firms like ICL before joining Amstrad as Group Technical Consultant. Roland was responsible, of course, for the birth of the CPC six years ago, and even inspired a series of 'Roland' games on the machine. And one of the last projects he worked on was, again, the CPC, relaunched as the Plus range.

If you should require Roland's services then you can get hold of him at Perry Technology Consultants, 12 Couhing Street, Walington, Oxford, OX9 5QQ. Tel 049 161 2713.

● Technical ace Roland Perry: leaving Amstrad to start up a consultancy.

THE CHARTS

You'll notice a slightly new-look chart section this week, with last month's chart positions shown in grey alongside. *Shadow Warriors* is still there at No. 1, we note, but what about *Back to the Future II*? Up to No. 2, despite the kicking we gave it in AA! It's amazing, too, to see those old stagers *Chase HQ* and *Robocop* are still going strong...

FULL-PRICE GAMES

(Software priced over £4.99)

1	1	Shadow Warriors	Ocean
2	13	Back to the Future II	Mirrorsoft
3	5	Chase HQ	Ocean
4	6	World Cup Soccer '90	Virgin
5	2	Turrican	Rainbow Arts
6	4	Robocop	Ocean
7	14	Bomber	Activision
8	7	Manchester United	Chrysalis
9	NE	TNT	Domark
10	20	Dragons of Flame	US Gold
11	10	Heroes	Domark
12	12	Heroes of the Lance	US Gold
13	NE	Gunship	Microprose
14	3	Batman - The Movie	Ocean
15	11	Gazza's Super Soccer	Empire
16	8	Foot. Man. World Cup	Addictive
17	NE	Fun School 2	Database
18	NE	Battle of the Bulge	CCS
19	15	World Cup '90 Comp	Empire
20	NE	Italy 1990 Winners	US Gold

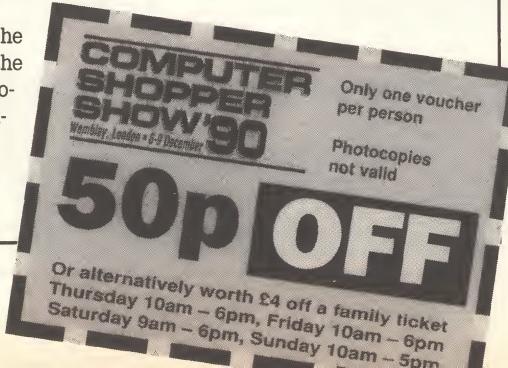
BUDGET GAMES

(Software priced under £4.99)

1	1	Quattro Adventure	Codemasters
2	NE	Quattro Combat	Codemasters
3	NE	Guardian Angel	Codemasters
4	NE	Quattro Super Hits	Codemasters
5	5	Rastan	Hit Squad
6	NE	Run the Gauntlet	Hit Squad
7	4	Paperboy	Encore
8	2	A Question of Sport	Encore
9	NE	Pro Golf	Atlantis
10	NE	Wombles	Alternative

This chart is compiled by Gallup Ltd.

© European Software Publishers Association Ltd. 1990





riously vanish and worst of all, whenever I win the final it says the opposition have won it!

My copy of *Turrican* (worth more than 90%, Trento!) crashes every time after level 2.2, so I can't see the next level. My copies of *Fantasy World Dizzy* and *Op Wolf* don't load, and my copy of *Myth* has a tragic error during level 2. After beating the *Hydra*, stripes appear all down the screen, completely ruining levels 3 and 4 as well. I hope many different software companies are reading this because I'm sure many games buyers share my complaint.

David Woodward
Abingdon, Oxfordshire

AA: Bugs are a continuing source of irritation for games players and programmers alike; players, because they can't progress very far,

and the game is spoiled, and programmers, because they try to make every program work flawlessly, and spend a great amount of time trying to iron out all the little errors that occur.

US Gold is aware of the imperfections in Italy 1990, and will replace your copy for one which has been altered. It can be contacted on 021 625 3388.

As for the loading problems. If you use a cassette player, it's always worth periodically checking that the head and rollers are clean.

(Their reply stated that they could find no problem with the game, and were returning it.)



I K
Gee
Littlehampton
West Sussex

AA: Computer shows have become to many an integral part of the hobby. There is always a good turnout for these events, which lends an air of activity and excitement to the proceedings.

However, if you look at the multi-format events dispassionately, you might come to the conclusion that there is sometimes very little for the 8-bit market.

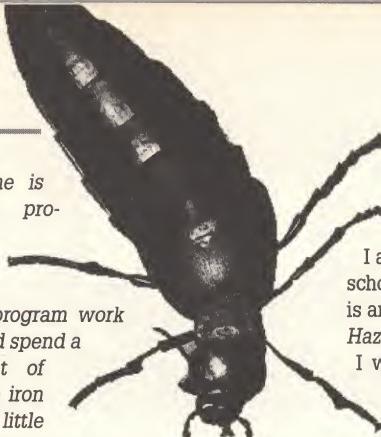
Everyone seems to be concentrating on the money-loaded, indiscriminate 16-bit owners.

If you are anything like us at shows, you'll probably develop a headache, get really hungry and/or thirsty, lose something valuable and end up buying something you don't want, just because you want to make the day out worthwhile. Oh, and your feet will be aching by the end of the day, too.

On the other hand, if you don't go to a show, you'll find out afterwards how brilliant it was and how many new Amstrad-compatible products were being given away. So it's best to go to all the shows you can. The suffering is generally worth it.

As regards your problem; have you tried fiddling with the vertical hold when *Hot Rod* is loading or running?

Unfortunately, I didn't get the trading name of the exhibitor from whom I bought the game, as the show was so crowded, all I wanted to do was get out. The receipt did not bear any name either, so I sent the game back to Activision, explaining the problem and hoping that they could help, as the game with this problem is totally unplayable.



● Adventures in adventure writing

I am twelve years old and own a CPC 464. At school we have Nimbus computers, and there is an adventure creator program called *Rescue Hazard*. I have been using it a lot recently, and I would like to know whether there is anything similar for the Amstrad. I know of packages such as GAC, but nothing about them. Are they easy to use? Do you need any knowledge of BASIC to use them? How much do they cost? I can't find any information in the Buyers Guide.

Melissa Gadsen
Duston, Northampton

P.S. I love the software chart.

AA: We regard ADLAN as one of (if not THE) best adventure creator for the CPC. It was given a full review in Issue 60, on page 63. However, to summarise the salient points, it costs £29.95, is available on disk only, needs a ROM board, and is designed to be used with a word processor such as Protext. It can be used with BASIC, but this would appear to be the long way round, and more complicated.

ADLAN is available from Graduate Software, 14 Forrester Avenue, Weston on Trent, Derbyshire, DE7 2HX. Telephone 0332 702993.

And thanks for the comment on the software chart. We love it too.

● PD or not PD? Disk is the question

Just a quick letter of complaint, AA. You magazine is brill, fantastic, crawl grovel (I thought you said complaint? - ed). So I'm not complaining about you (oh, good - ed), it's Public Domain software that is my gripe. Stand by, all CPC 464 owners; PD may not be available to us cassette-based users for much longer, as I have just discovered.

On page 10 of issue 61 there is a whole page advert for Wacci UK Public Domain. Their little logo (a cross between a rabbit and a dog) is clearly holding a CPC 464, but do they do cassette software? Do they hell!

After contacting Wacci UK I had discovered that Robot PD were also on the verge of being disk-only, due to the time it takes to load a cassette or something. Why not have a machine capable of copying a few at once? The technology is surely there. The expense, I'm sure could be solved. Otherwise it means that PD isn't really PD but DD (disk domain) only.

I also feel that the CPC 464 is branded wrongly. A games machine? A very versatile machine, more like! It's time people stopped knocking it and started to support it instead.

Long live the CPC 464!

Jon Pogson
Brighouse, W Yorkshire

P.S. Perhaps Wacci UK should change their logo. The little creature should be holding a couple of disks, and not a CPC 464. Then cassette users aren't wasting time and money (yes, I was nearly caught out) applying to Wacci or any other PD library who only do disks. Their adverts should be clearer. Also the



SERIOUSNESS ABOUNDS

I am a retired engineer who took to computing as an interesting hobby, and am in my late sixties. I am not interested in games except perhaps the Patience type of card games. I am interested in graphics, utilities, sound, music programs etc. I have an expanded 464 with ROM box.

Like many others I find it frustrating to type out listings and then find they do not work due to printing errors which are rectified in one or two months time. It seems that you are getting better and better, and the latest idea of placing a dot to indicate spacings has helped us older people whose eyes are not as good as they used to be.

Whilst on this subject, the latest fad for multi-coloured paper and writing is diabolical, and for me, impossible to read. For example "So who needs a PC?" in issue 61. I cannot read this even with a magnifying glass, and tilting the article about. If your Art Editor feels he has to do this, and in my opinion it is unnecessary expensive rubbish, please use contrasting colours like white with dark colours. Blacks, reds, dark blues etc. not grey, stone.

I hope these mild moans will encourage you all to improve your magazine and cater for the vast public, some of whom are not interested in games and games reviews.

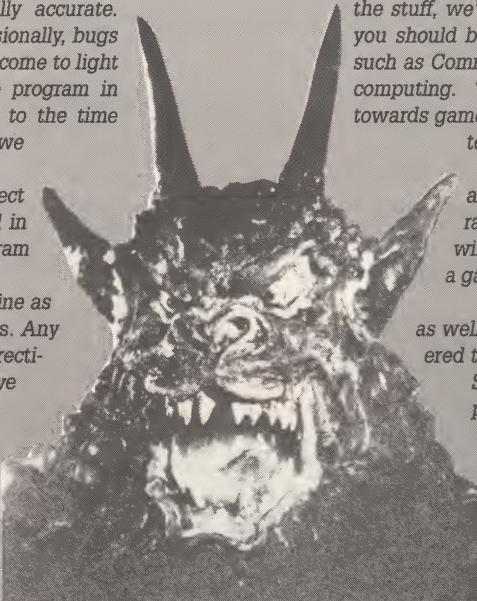
H R Nightingale
Huntingdon, Cambs

AA: Type-Ins, obviously, has to be totally accurate. Otherwise the programs fail to work. Occasionally, bugs are inherent within the programs, and only come to light once readers have extensively tested the program in ways which we are unable to do, owing to the time restrictions imposed by the deadlines we work to.

There is also the possibility that correct data can become unreadable when printed in the magazine. This also stops the program from running properly.

We try to avoid any errors in the magazine as a whole, but take special care with Type-Ins. Any mistakes that do come to light are always rectified as soon as possible. More than this we feel we cannot do.

As to the readership of the magazine, our polls indicate that the majority of our readers are very interested in games, and judging by the responses we've had concerning the new GX4000 console, many are SOLELY interested in games. We try to cater for everyone's



● Grrr... Amstrad Action is just not serious enough...

tastes, but also try to keep the proportions about right.

And regarding the colours. There have been some appalling choices; quite unreadable on occasion. We only do it when we realise that what we've written is rubbish, and as we can't be bothered to rewrite it, we want to hide it from public view. But we'll try and do better in future.

I am seriously disappointed with the way in which Amstrad Action is evolving. There seems to be fewer and fewer articles on serious applications such as the excellent Comms article in the March 1990 issue. The extended games section no longer describes a game's suitability on a green screen, and the once excellent PD section has become an "AA guide to copyright law" without a single reasonable review since that woman took over.

To add to all this we are now about to lose the Buyers Guide. Maybe it's time to rename the magazine *Amstrad Games*? Maybe it's time for me to look elsewhere for quality information?

I hope I'm not the only one to write to you about these matters and that you will seriously review your editorial policy.

P G Gardiner
Welwyn Garden City, Hertfordshire

AA: Every issue contains at least one serious review - is people write the stuff, we'll report on it. Maybe it's the software publishers you should be complaining to! We will still cover applications such as Comms, but must reflect the changing face of Amstrad computing. This means representing the inevitable shift towards games caused by the Plus range and the cartridge systems.

The popularity of green screens - especially amongst games players - is diminishing fairly rapidly, and we have changed our policy, so that we will mention in the body-text of the review whether a game is not playable on these monitors.

The PD section certainly covers serious software as well as games and demos. Ms Lamb has certainly covered the copyright laws, but doesn't do so every month.

She is as interested in serious software as the next person.

Joking aside, there was a considerable amount of mail in favour of abolishing the Buyers Guide.

People apparently felt that the pages could be better utilised. And, coincidentally, so did we.

12

So I thought of my 464 Plus. There must be a program somewhere that would help. Do you know of one?

The only one the Amstrad User Group could suggest will only work on a PCW, not on a CPC. And I'm not changing my 464 Plus just for the family tree. Please do you know of a program I can utilise on my 464 Plus? It could be a tape or disk. Please please, pretty please (that's enough grovelling - ed). Also, do you know when the new cartridge games will be available for the new 464 Plus?

D Ramsbottom
Hull, Humberside

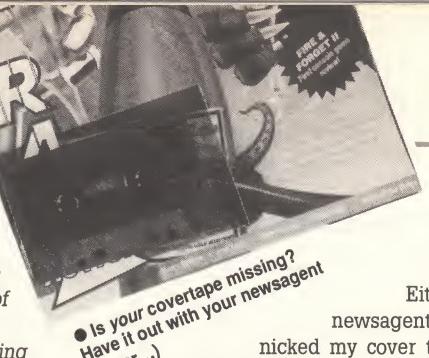
AA: Firstly, we are confused as to what computer you actually possess. If you have, as you



state, a 464 Plus, you must have got it very quickly. And how do you load disks into it? We didn't think that anyone had made up a lead capable of doing that yet.

Cartridges are becoming available now, with such games as Fire And Forget II and Switchblade being first onto the shelves.

Anyway, we aren't currently aware of any CPC family tree generators, but some enterprising soul must have written one. If that person is you, please get in contact with us, and we'll let everyone know.



● Is your cover tape missing?
Have it out with your newsagent
(oooor...)

● I'm really angry, me

I'm really angry. Either our milkman/newsagent, that is Mr Gooch, nicked my cover tape (which I doubt) from issue 61, or your distributor nicked it.

What should I do? Our milkman/newsagent rang your distributors but nothing seems to have come of this. As this is the only time I get new software, I feel cheated.

Simon Clarke
Linton, Ross-on-Wye

P.S. I have now subscribed.

● Patient is rewarded

By the time this letter is published I will be reading it from my hospital bed. My wife has strict instructions to bring my AA to hospital to cheer me up. I have been buying your mag for two and a half years. My CPC 6128

plus your magazine has kept me sane since I finished work through ill health. Hence the hospital for an operation - which cannot part me from my AA.

Your magazine has served me well in the past with your great tips,

● AA likes to make people happy.

pokes and reviews. My only complaint is I have written three times to Helpline, for anyone who has a copy of Blue War. None has been printed.

I purchased your Cheat Mode II book and tapes. Great, but the poke for Hunt For Red October, by my favourite hacker, Mike Wong, does not work. Error in Line 20 occurs.

Please print this letter to cheer me up in hospital.

Mr M. Marsh
25 Shakespeare St
Kilton
Worksop
Notts S81 0QG

AA: If anyone can offer any help with Blue War, drop Mr Marsh a line. Is the Red October poke for tape or disk only? Have you checked your typing? (Yes, we're sure you have.)

● Fantasy Island

First of all, I have a favour to ask you. I am attempting to set up a fanzine dedicated to new writers of science fiction/fantasy. It will be set up along the lines of a writers' workshop. Each issue will contain, depending on the length, one or two short stories or a novella. The following issue will then contain letters of praise and constructive criticism on those stories as well as new ones. There is more, but this is the basic premise.

The favour is this: that you print this letter and my address in full so that people interested can write to me (enclosing an SAE) for an information pack. You may be asking what this has to do with AA, a computer magazine? Well, it's simple: the whole thing will be put together using Pyraword and Stop Press on a 6128. Neat tie-in, eh? If you could do this, I would be eternally grateful.

Secondly, as I say above, I am using Pyraword to do most of the donkey-work. I really need to upgrade to something a bit beefier. I have seen the advert in AA for Brunword 6128, specifically the package 9-

Pin Elite. The list of comparison timings is very impressive, especially when I have heard such good things about Protext. What do you think? Given the choice, which one would you choose?

I hope you can help me on both these matters.

Simon Warford
134 Draper House
Hampton St
London
SE1 6SY

AA: A fantasy/science fiction magazine eh? We're only too pleased to help, Simon. Keep in touch, and let us know how it goes. In fact why not send us a copy?

As for your WP/desktop publishing needs; James and Adam write all their copy using Protext. Need we say more? Brunword is highly competent, however, and cheaper.

AA: That Mr Gooch is amazing. Not only does he deliver fast bouncers to the West Indian batsmen, but he delivers milk and papers to Simon Clarke as well.

We suggest that if you receive an AA which doesn't have a cover-tape (and is supposed to have one), you should ask your newsagent for a replacement, as occasionally they do come adrift. In your case, Simon, it would have been difficult, because your newsagent appears to be captaining England in the first leg of an Australian tour.

Subscribing is a fine solution. Well done.

● Mad as a small houseboat

To keep small children amused during the holidays, simply use a chisel to prise out all the keys from the front of your CPC, mix them in a bag, and hand out seven to each child. They must make a word out of the letters they have been given. The child who makes the longest word wins.

Unfortunately, once you have done this, your CPC will never work again, but the infants will have many minutes of fun playing the 'letters' game (as I call it).

GX4000 owners note: you won't be able to play this game.

Mr J Ledbury
Glamorgan, Wales

AA: That's quite enough of that, thanks. (Mr Ledbury is winner of the 'Maddest CPC owner of the Year' competition. He wins a ton of nitrogen).

● Iron Man gets metal fatigue

The game you gave free with your October 90 magazine is not the best, because:

1. If you go forwards, you go backwards.
2. The brown car gets the points and nitrates.
3. You always get last place.
4. You don't know which is your car's front.

Please can you tell me if I am doing anything wrong?

Raj Logan
Sutton Coldfield, W Midlands

AA: Actually, you might be driving in reverse. Try going the other way. Use the accelerate button to move forwards, and left and right to steer to the left and right. And, if you're still no good, practice.

● Vorsprung durch German

Remember the letter in AA61 from Simon Warford entitled 'No man's land'? Well I am German and whatever anybody would like to have translated, either to or from German, simply send it to me and I'll be happy to do so. For this reason, oh mighty mag, I would like you to print my name and address.

Karsten Vieten
6 Bruce Rd
Southsea
Portsmouth
Hants PO4 9RL

AA: Ausgezeichnet! Danke schön, Karsten (ta, in other words).

TM

W A R D O

NO-ONE HAD THE GUTS UNTIL NOW

NARC The arcade action thriller with the BIG finish.

Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - **IF YOU GET THAT FAR.**

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour -

YOU'LL DIE, BUT NOT LAUGHING!

Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.

It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big?...

No, he's **MR. BIG!**

**AMSTRAD • COMMODORE • SPECTRUM
CBM AMIGA • ATARI ST**

ocean

OCEAN SOFTWARE LIMITED
6 CENTRAL STREET · MANCHESTER · M2 5NS
TEL: 061 832 6633 · FAX: 061 834 0650

TM & © WILLIAMS ELECTRONICS GAMES INC.

on the Grapevine...

News, views, previews, scandal, gossip... the place where we bring you up to date on who's who and what's what in the big, wide world of computer entertainment...



French software house Loricel has gone absolutely barmy. We had a huge package delivered to us the other day containing about two dozen transparencies and a mammoth press pack it took us the rest of the day to read. The thing is, we know that some of these aren't Amstrad screenshots, but we can't be too sure, see? Anyway, they should give you an idea what the games will look like. We don't have firm release dates yet, but Loricel promises in its blurb that they're definitely on their way. There's nowhere near enough room here to describe them all in detail, so here's a quick flick through...

CONSOLE NEWS

The following two Loricel screen shots were not only taken from the Amstrad but that they are of a forthcoming console game! (Shock, horror)

COPTER 271

This is exciting - we'd neither seen nor heard anything of this one until the trannies appeared on our doorstep just the other day! It looks like a vertically-scrolling shoot-em-up of some sort, but we'll let you have more info when we've got it. (Even now our spies are at work...)



● Copter 271 - no, it's not by the Coders...!

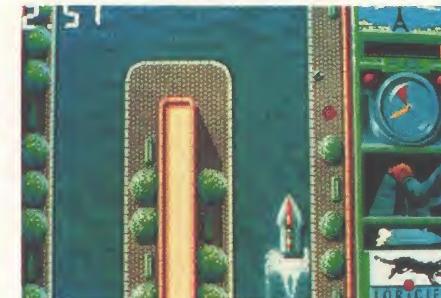


● Copter 271 - no, it's not by the Coders...!

Quadrel

This colourful puzzle game reckons to tax your strategy and intellect. You have to place tiles of different colours on a draughtboard-type play-

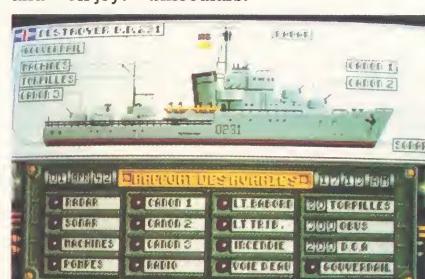
ing area in such a way that your opponents can't put one of their own tiles in such a way that no square close to the edge of the board should be of the same colour... well, we're sure it'll make sense when we see the rules.



● Quadrel - time to put the boot in?

Advanced Destroyer Simulator

Tempting to believe, yes, but it's not a Codemasters licence! It is in fact a filled-3D World War II destroyer-sailing simulator which promises 15 different missions as well as detailed maps, damage reports, torpedoes, confidential captain's diary (?), map-zooming and - oh joy! - binoculars.



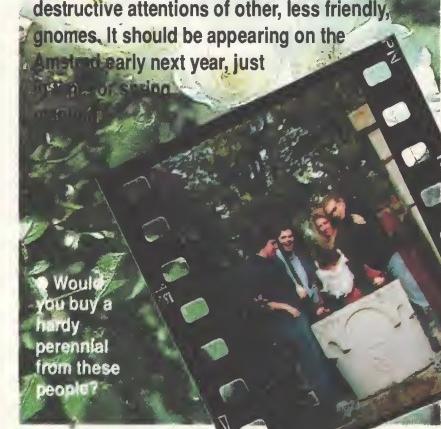
● Advanced Destroyer Simulator - no, it's not by the Coders...!



● Advanced Destroyer Simulator - no, it's not by the Coders...!

GOING GREEN

"Just like the real thing, only better," claims this press release from Electronic Zoo. Well this one had to be good didn't it? I think it's describing Magic Garden, the company's new horticultural simulator. (Why, what did you *think* it was?) As far as we can tell, it's basically like Sim City only on a slightly less ambitious scale. Your job is to turn your garden into a miniature paradise with the help of your garden gnomes. Grobble (well listen, it *could* happen...) while battling against the destructive attentions of other, less friendly, gnomes. It should be appearing on the Amstrad early next year, just in time for spring.



● Would you buy a hardy perennial from these people?

GAZZA!

Adam's been having a shock preview of the new footie game from Empire. Gazzza is a console (well, it's not a game) based around that lovable rogue Paul Gascoigne, hero of all the World Cup videos in smiths and probably next Prime Minister (unless Kinnock's game picks up). Gazzza's console exploits were on a video-delivered to our offices which Adam's been studying carefully in our darkroom for several days (along with some others he brought in in a brown paper bag - funny that). And the verdict? "Looks good!" says Adam on the internal phone. "Very good, as a matter of fact."

The Magician

Very strange. It just so happens that one night you turn into a magician. What's more, you're trapped in an apparently never-ending library with a load of belligerent toads and nasty traps. It's a horizontal scroller with just the one (huge) level.



● The Magician should be here in a spell. (Ho ho.)

Superskweek

The follow-up to that humorous puzzler we reviewed over a year ago. Again, Skweek has got to paint his planet pink instead of blue, but this time there are some added twists, such as a two-player option levels with two floors and a shop you can buy some extra goodies to help you on your way.



● Superskweek looks as cutely weird as the original.

BuildeLand

In this arcade adventure you control an incredibly cute character wandering around a world filled with warriors, flame monsters, cave monsters and the like. There's the usual crop of potions, weapons and keys.



● BuildeLand puts you up against the usual fairytale monsters.

Disc

Another puzzle game. This time there's a sporty angle, as you run along a tiled pavement lobbing a disc at the tiles on your opponent's side. He, not surprisingly, is doing the same as you.



● Disc - flan-flinging fun for two players.

BEST FOOT FORWARD

After its fanfare launch of Robin Smith's International Cricket, Challenge has now come up with another licence, this time centring on the UK's favourite sport. No, football.

Trevor Brooking's World Cup Glory will be a "detailed and realistic" management sim - no, c'mon, read the rest - with the emphasis on strategy, tactics and gameplay. It's rather a long time after the World Cup, of course, but that shouldn't be a problem for dedicated footie fans.

GUNBOAT DIPLOMACY

Accolade's new combat game Gunboat should be steaming onto the Amstrad soon now, and to celebrate the event Accolade is giving away a headband and hip-flask to some 20 lucky readers.

But what do you have to do to win? Ah, well, now you're asking. Basically, we're giving away these ultimate personal accoutrements to the senders of the first 20 postcards pulled out of the (rather large) Amstrad Action hat. Address all your entries to: GUNBOAT COMPO, AMSTRAD ACTION, BEAUFORD COURT, 30 MONMOUTH STREET, BATH, AVON BA1 2BW. Warning: closing date is 20th December and as usual multiple entries go in the bin. Also, five of the twenty prizes will go to the senders of the most unusual, wittiest, odd etc postcards sent in. Get cracking!

CODERS CHART BONANZA

Codemasters has been digging into the statistics again, and has come up with some remarkable figures:

- The Coders are selling more games than any other publisher
- Over 25 per cent of budget games are from Codemasters
- Budget software outsells full-price by 5:2
- No fewer than 17 bus services stop outside the Coders' HQ (we're not sure about that one)

GAMES GO UP

Well, it looks like it, anyway. There have been plenty of rumours of budget price rises, for a start. Apparently there's been a great deal of pressure in the industry to up the standard budget price from £2.99 to £3.99. Nothing's come of that yet, but in the meantime full-price games are definitely creeping up. Damn and blast.

SNEAK TURTLE PREVIEW

We've wangled an early screen shot of the eagerly-awaited Turtle licence from Mirrorsoft. We were half-expecting a Speccy port but - oh joy - what we've got here ain't no Speccy port. As a matter of fact, it looks very good indeed. More news as and when we get it.

● The Turtles are coming to town! Adam meets the pizza-gobbling wassocks themselves.



4 FOOTBALL FANATICS

4 GREAT GAMES

4 GREAT NAMES

FOOTBALL MANIA COMPILATION

FOOTBALL MANAGER 2
An all time great from Kevin Toms, inventor of the world's greatest selling football game. Man to man marking, choice of formations and substitutions, tackling, crosses and diving goalkeepers. Football Manager 2 is full of action with spectacular graphics.

Gazza's SUPER SOCCER
Gazza mania is about to hit your computer screen! Realistic Ball control allowing you to chip, curl or dribble through the opposition, maybe one day you'll have the skill of Gascoigne himself.

FOOTBALL MANAGER - WORLD CUP EDITION
Enter the international arena with a World Class game from Kevin Toms. This will be the chance for you to manage the national team into sporting history.

MICROPROSE SOCCER
Football crazy, football mad, this will challenge your skills right from the kick off. With features that range from overhead kicks to an overhead view of the pitch, you'll play for much longer than extra time.

Available on:-

Spectrum 48/128K	Tape £14.99
Spectrum +3	Disk £16.99
CBM64/128	Tape £14.99
CBM64/128	Disk £16.99
Amstrad	Tape £14.99
Amstrad	Disk £16.99
Atari ST	£24.99
Amiga	£24.99

PRISM LEISURE CORPORATION

Prism Leisure Corporation Plc,
Unit 1, Baird Road,
Enfield, Middlesex EN1 1SJ

Addictive
LIVE THAT DREAM

Screen shots are only intended to be illustrative of the game and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

FEATURE

50 BEST GAMES OF THE YEAR: Part 1

1990 is nearly over, a year that's seen more quality Amstrad releases than ever before. ROD LAWTON picks out the 50 best games of the year in a two-part mega-feature. This month: January to June

is the successor to Ocean's coin-op smash *Operation Wolf*. You look at the world over a gun barrel and the scenery – and enemy – scroll past you. Shoot 'em all before they shoot you! This time a friend can join in and help you out.

Polished and frantic, *Operation Thunderbolt* is really one for the diehard psychos only. Would we give it 89% today? Hmm, well, probably not. (Sorry Trenton.)

Moonwalker
US Gold
78%

"A strange film and an even stranger licence. Looks good but makes virtually no sense at all."

Like most film licences, *Moonwalker* consists of half a dozen sub-games, each mirroring a scene from the film. It was all quite well done, but just to weird and wacky to hang together (like the film).

We gave it 78% back then. Would we give it now? If we could understand it, we might be able to tell you...

THE AMSTRAD ACTION RATINGS

Amstrad Action reviews always give an overall rating as a percentage. Broadly speaking, the ratings go as follows:

Under 30%: Hardly ever happens (thankfully). Applies to a game so dire that you would have to be desperate to even want to play it, a game that has fatal gameplay flaws, absolutely rubbish graphics and a plot so dull that it's an effort even to read the packaging.

30%-40%: If it's a budget game it might just be worth buying. Great graphics and gameplay, and probably only a couple of (comparatively minor) quibbles.

40%-50%: Just about bearable, but if a game scores less than 50%

50%-60%: Pretty grim, but we expect somebody will like it.

60%-70%: Not too bad. Lacking in one or two departments, though.

70%-80%: A pretty good game. Not great, but entertaining, competently programmed and enough gameplay to get your teeth into.

80%-90%: An AA Rave, meaning it's a very good release indeed.

90%-99.99999999%: Excellent, and worthy of the AA Mastergame accolade. This



Nice
After the War

Dinamic
81%

"War doesn't score on subtle gameplay, but peddles pure, unbridled aggression in its place. Surprisingly, it works, action all the way keeping you riveted to your joystick. Only frustration at apparently insurmountable obstacles prevents total addiction."



• Tough gameplay, in *After the War*.



• *Op Thunderbolt* was an instant hit with psychotics everywhere.



applies to a game which has us hooked, one which we reckon sets new standards in gameplay, graphics or originality. A game we'll probably be playing in the office for months to come.

• Games which score Raves are thoroughly recommended. Read the review first to make sure it's your cup of tea, but once you're satisfied it's your sort of game, we guarantee you won't be disappointed.

• Mastergames are our ultimate award. They're the ones that redefine the standards of gaming, and are essential purchases for the software library of any serious gamester.

Dinamic's games have a reputation for looking good and being very tough. If you're not a skilled games player, basically, don't bother.

Scoring 81% back in January, *After the War* looks just as good today.

BUDGET BREAKTHROUGH
Lost Caves
Players
71%
AA52

"...tongue-in-cheek fun - cartoon explosions from huge joke bombs and a truly weird theme tune - and given pace by the falling boulders and joggers. 16 levels of controlled panic are the result..."

Lost Caves is a bit of a standing joke in the AA office. You see it was written by none other than Reviews Ed Adam Waring when he was a freelance programmer. It's an old formula going back all the way to *Boulderdash*, but a genuinely excellent variation on the theme.

We gave it 71%. In retrospect, that was too low. With sixteen levels, each huge and taking an age to master, it's a hell of a lot of game for a budget price.



Ghostbusters II
Activision
94%
AA52

"Great gameplay and graphics are slightly spoiled by the easiness of Level One, but at last the Ghostbusters have come of age and star in a game worthy of their name."

Three key sequences from the film are turned into the three levels of this Mastergame from last Christmas.

Was it really worth 94% though? With the great licences that have come our way since, it doesn't look quite as spectacular as it did.



• Activision's great 'Busters II licence.

Fantasy World Dizzy
Codemasters
89%
AA52

"It might be only £2.99, but don't let that put you off. *Fantasy World Dizzy* is better than

THE JARGON

Graphics: The easiest thing to judge in a game. We look for bright, bold colours, lots of detail, good scrolling and decent animation.

Playability: A bit of a tricky one, this. It's a combination of how quickly your on-screen figure reacts to joystick movements, whether missiles explode exactly when then hit you or whether it's a bit vague. It's also whether control is precise, enabling you to dodge baddies by a pixel-width, or whether you move about sluggishly and get killed for no apparent reason or simply can't move out of the way in time even though

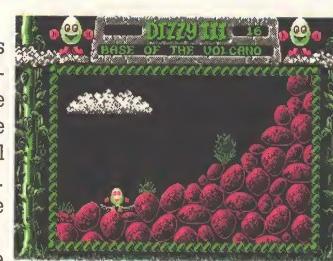
you see the missile/baddie etc coming at you well in advance.

Gameplay: A general measure of how satisfying, deep, complex or generally rewarding a game is. A game which is really simple in principle can have good 'gameplay' just because it's addictive and 'playable' (getting complicated, this!). And games with lots of screens and huge playing areas can score highly on gameplay just because there's so much to do. Gameplay is a measure of how well the game is put together and how much there is to it.

many full-price releases."

Fantasy World Dizzy is the third in a series of puzzle-solving platform games. The graphics are straight from the Spectrum version, but still manage to look pretty good. The best part though is the sheer humour and playability.

We gave it 89% - were we right? We certainly were.



• Fantasy World Dizzy - classic.

Hard Drivin'
Domark
80%
AA53

"Take the chase from *The French Connection*, the stunts from a Bond movie and a little speed from Formula One, and what have you got?"

Hard Drivin' was an ambitious conversion of an arcade game that used true 3D to let you drive a car over either a 'speed' or 'stunt' circuit. Control was tricky, but made up for an excellent 'action replay' feature when you crashed.

The score back in February was 80%, and that was pretty fair. The game was highly impressive, but just a tiny bit too tricky.



• Pro Tennis Tour - great sporting action.

The Untouchables
Ocean
90%
AA53

"You want to know how to get Al Capone? When he pulls a knife, you pull a gun. He sends one of yours to the hospital, you send one of his to the morgue!"

The Untouchables was another film licence from Ocean, past master at the art. This time the graphics were unusual single-colour ones. Atmospheric and effective, however.

It got 90% when we first reviewed it. Now, though, it looks a little thin.



• The Untouchables was an instant Ocean hit.

Fantasy World Dizzy
Codemasters
89%
AA52

"It might be only £2.99, but don't let that put you off. *Fantasy World Dizzy* is better than

it was well constructed and very playable, but very obviously a Speccy port. The graphics alone have to pull it down a bit, possibly to the lowlier status of a Rave...

Kick Off
Anco
78%

"The real fun comes when the opposition is human. The sheer exhilaration of playing real enemies... er, colleagues... had the entire AA office enthralled for hours."

Kick Off was a revelation on the 16-bit machines, and we were all expecting great things when it came out on the CPC. That same playability and ultra-fast action was there, but the graphics proved minimalist in the extreme.

Would we give it that original 78% today? No, we wouldn't. It was fast and fun, but soon after there was a near-flood of better footie games.

Rainbow Islands
Ocean
88%

"A land so cute it makes My Little Pony and The Care Bears look like Detroit street gangs."

This was another platform exploration and shooting game, but had great (if sickly) graphics and was very playable. You were up against all sorts of giant cartoon monsters, which you did away with by lobbing rainbows at them!

Well, we gave it 88% then, but it just doesn't look the same now - especially since we've seen *Rick Dangerous II*.

Dr Doom's Revenge
Empire
80%
AA55

"If you've ever even just flisked through a Spiderman comic then this game will get its hooks into you real quick."



• Myth didn't make history but lasted well.

• Doctor Doom - great, great graphics.



Chase HQ

Ocean
90%
AA54

"The life of such a game may be short, but in that time it will fulfil all your racing dreams. You'll find yourself manically pressing the Turbo button time and time again for one more hit of pure thoroughbred horsepower."

We were gobsmacked when we first saw *Chase HQ* on the CPC. Overnight it completely redefined the standards for racing game graph-



• Chase HQ looked better than it had any right to.

ics - and it had some pretty mean gameplay into the bargain, as you drove your police Porsche after assorted felons and then rammed them into submission.

We gave it 90% then and we'd do it again today.

P-47 Thunderbolt
Firebird
89%
AA54

"P-47 may not tell it how it really was, but after a scant few seconds playing you'll agree it's the way it should have been."

This was basically just another scrolling shoot-em-up, but set apart from the rest by its playability and breathtaking graphics. You flew a World War II fighter plane against a variety of enemies.

We were impressed enough then to give P-47 89%. Would we now? No, we wouldn't. A lot of better shoot-em-ups have come our way since.



• P-47 Thunderbolt looked spectacular.

Fiendish Freddy
Mindscape

88%
AA55

"Never in the history of gaming has there been so much real humour crammed into a game, and it lifts what would be an ordinary multi-event game to rare levels."

Fiendish Freddy's Big Top O'Fun, to give it its full name, was a strange one. It was essentially one of those multi-event sports sims, but taking place in a big top instead. Tough in

GOLFING GREAT
Jack Nicklaus
Golf
Accolade
89%
AA53

"Golf is one of those rare sports that's actually easier to play on a computer than in real life."

And it's never been easier than with *Jack Nicklaus Golf*. The original golf sim - *Leaderboard* - looks quite prehistoric compared to this game, which set new standards in realism and graphical style. It was also extremely playable.

We gave it 89%, but we're beginning to think it should have been a Mastergame.



places, it was very funny and very original.

The score then was 88%, and we've really seen nothing like it since to compare it against.

Myth
System 3
94%
AA55

"Myth feels full. It's detailed and challenging, a game constructed by games players for games players."

The full title was *Myth - History in the Making*. The game had you walking along battling all manner of vicious and dangerous enemies using cunning, skill and timing in a bid to rid the world of the evil forces which have taken it over.

We thought it was good enough, back in April, to give it a massive 94% and Mastergame award. Looking at it now, though,

Playing either Captain America or Spiderman, you fight a range of comic-book heroes including Rhino, Electro and Batroc amongst others. It's really only a one-screen kick-em-up against a range of opponents, but the great graphics and characterisation make all the difference.

The gameplay looks pretty thin now, but the style and the presentation mean it's still a rave.



FEATURE

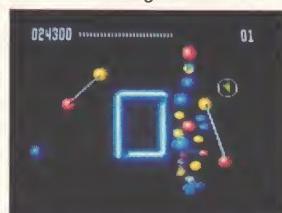
Castle Master
Domark/Incentive
91%

AA56

"Incentive has continued to hone its very special style, creating 'total' games that require thought, luck and good joystick control to see you through."

Castle Master is another of Domark's 3D Freescape epics. This time you're exploring a castle filled with nothing more substantial than spirits, and collecting objects/potions as you try to rescue your incarcerated twin.

Freescape games are always competent but seldom exciting. A style that most find utterly absorbing but leaves a minority cold. Big, deep and thoughtful enough to deserve that Mastergame rating even now, though.



• *E-Motion* was A-mazing!

Puffy's Saga
Ubi Soft
85%

AA56

"*Puffy's Saga* is an extremely polished maze game. The graphics and sound are superb and alone are enough to lift it above the crowd."

Another cutesy game, *Puffy* is rather in the Gauntlet style, with a load of orange dots to collect on each level before you can move on to the next. You can pick up food to keep you going and keys to unlock doors.

It still looks quite jolly now. A bit too cute, maybe, but very playable.



• *Puffy's Saga* - cute as cute could be.

Oriental Games
Firebird
78%

AA56

"Graphically the game is a black belt. The sprites are large, flicker-free and nicely animated - and include a close-up of your expression as you're dealt another blow by your assailant."

You get to try four different types of martial art in this effort from Firebird: Kung Fu, Kendo, 'Freestyle' and Sumo. The backgrounds vary according to the discipline, but in each you have to beat your opponent as you attempt to take your place as the master.

You do get four different sets of opponents and fighting moves, but we still think the gameplay still lacks any real variety, for all the skill that's gone into the programming.

E-Motion
US Gold
92%

AA57

"Games should challenge the wit and dexterity of the player, and you'll never face a harder challenge than level 50 of *E-Motion*. You won't have learned anything useful about quantum physics, but who cares?"

E-Motion is a weird one. It's like *Thrust* with balls. You (and another player if you like) are given the task of tugging atoms and molecules around with your little (very little!) ship as you try to make them react and cancel each other out. Collide the wrong spheres, however, and you could start a chain reaction that leaves you with more subatomic particles than a Sellafield lobster.

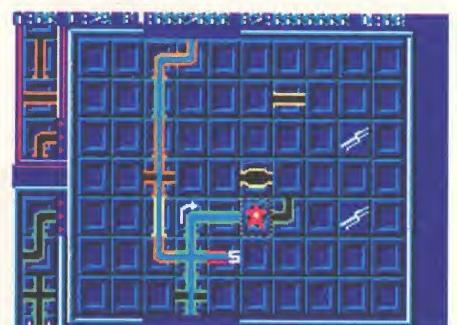
E-Motion could hardly become outdated because no-one's ever likely to do the same thing again! Supremely frustrating at times, and the whole subatomic world goes into slow motion as the screen fills up, but still a great game.

Pipe Mania
Empire
88%

AA57

"Given the choice, nine out of ten games players say they want to be a movie star and not put their hand down somebody's U-bend..."

Very original - you've got to assemble variously-shaped bits of pipe fast enough to keep ahead of the nasty green gunge dripping from a tap. Would we give it a Rave now? Yes we would.



• *Pipe Mania* made plumbing exciting!

World Cup Soccer - Italia '90

Virgin
81%

AA57

"...enough to keep any diehard fan who's also a desktop John Barnes torn between TV and monitor this June."

That was written before the World Cup took place - and before a veritable flood of footie releases. *Italia '90* looks good and plays pretty well, swapping to a goalmouth view

BRIILLIANT BLAST X-Out Rainbow Arts **86%** **AA56**

"When this level of tactical planning is applied to a fast and furious firefight, then it's obvious you're in for a treat."

X-Out is a scrolling underwater shoot-em-up that scores on three major counts: graphics, toughness and depth. The graphics are truly excellent, the game is tough enough to challenge even the hardest waggler and the 'shop' feature, whereby you can customise your own ship, adds a whole new dimension of tactics.

We gave it 86% back in AA66, but to be honest we've seen little to touch it since. You know what we think? We think this one's a Mastergame...

every time a player comes within scoring distance.

A lot of water (or football!) has passed under the bridge since then, and if we were called on to recall the year's best footie sims, *Italia '90* wouldn't be one of them.

Turrican
Rainbow Arts
90%

AA57

"There's a storm force wind of change blowing through action games. It comes from Rainbow Arts and it's called *Turrican*."

A fiendishly difficult platform/scrolling blast, *Turrican* has more enemies and more power-ups than any sane player could possibly handle. Which is why only adrenaline-junkies and action fiends should even think about trying this one.

If *Turrican* looked good then, it looks even better now. Hellishly tough with great graphics and immense variety. A Mastergame? You bet!

NEXT MONTH

July-December: the games that made the headlines in *Amstrad Action*. We bring together the AA Roll of Honour, our personal top ten games of 1990.

AND... your chance to tell us what you think. Send in the special coupon to elect your top games of 1990, the results to be printed in a subsequent issue.

FREE DISCS & SOFTWARE!!

3.5' DISC DRIVES

FREE DISCS & SOFTWARE!!

Order a 3.5" disc drive from SIREN SOFTWARE between now and 31st December 1990 and receive a free bundle of 5 blank 3.5" discs, and a superb disc utilities package consisting of a Ram disc, Sector Editor, Directory Editor and a Fast Formatter. This bundle normally retails at £19.99, but we're giving it away FREE!!

Everybody knows that our slimline 3.5" disc drives are the most reliable on the market. Our whisper quiet drives have a custom designed in-built power supply that ensures totally trouble free performance. All drives come complete and ready to use and each one is individually tested before despatch. A 12 month guarantee is given with each disc drive.

PRICES

3.5" DISC DRIVE

£89.99

ROMDOS

£29.99

RAMDOS

£19.99

ROMBOX

£24.99

PC-TRANS

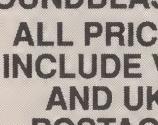
£24.99

3.5" BLANK DISC

£1.00

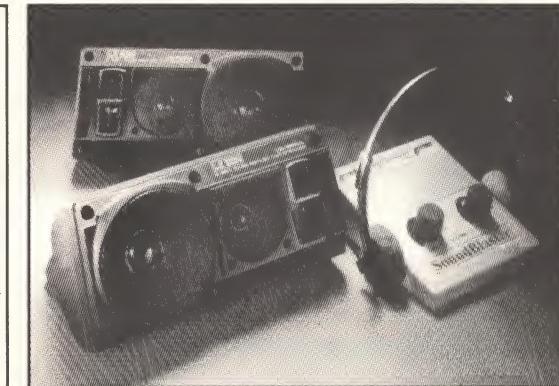
SOUNDBLASTER

£52.99



SOUNDBLASTER

Play all your games with ARCADE QUALITY STEREO SOUND EFFECTS. The SOUNDBLASTER is a stereo amplifier that comes complete with high quality 50 watt 3 way speakers, power supply and FREE stereo headphones. The Soundblaster plugs into the stereo socket on your computer. THE SOUNDBLASTER MAKES THE IDEAL CHRISTMAS PRESENT. Available now priced £52.99



PLEASE SEND ME:-

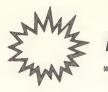
MY COMPUTER IS A CPC 464 664 6128 Please circle the model of computer.

I ENCLOSE A CHEQUE/MY CREDIT CARD NUMBER IS

NAME:

ADDRESS:

SIREN SOFTWARE, 84-86 PRINCESS ST., MANCHESTER M1 6NG. TELEPHONE ORDERS ON 061 228 1831. FAX 061 228 1831



Ask Alex

**HI!**

And welcome to a regular new beginners section in AA.

My name's Alex, and I'm here to help you out with all those little questions that you've wanted answered about the Amstrad but were too afraid to ask!

I'm not one of those propeller-heads who rant on about ROM boards and widgets all the time. I'm just a down-to-earth Amstrad user who has a basic understanding of her machine. But I was once a beginner too. I know what exactly what it's like to be blinded by science when all I really wanted was a straightforward answer in plain English!

Don't worry if you think your problem is just too plain daft – no matter how small or simple you think it is, I'll do my very best to help. Just one thing – if it is quite a complicated subject, send it to *Forum* instead. Adam will be far better equipped to deal with it. After all, he knows everything. (Or so he reckons, the big head!)

Apart from that, I'll be writing little tutorials from time to time about particular subjects. For example, a lot of people wonder what the difference between various programming 'languages' is (see the first item this month). You get BASIC as standard with your machine, but have you ever heard of COBOL? What about FORTRAN? And what on earth is this machine code business...?

If you've got any topics you want explained – it doesn't matter how basic you think they are – just write in to me and I'll try to pin them down on paper.

So, what are you waiting for – get writing!

Alex

MACHINE CODE – A DEADLY SECRET?

I've received a letter from an A Waddle (don't be shy, let me know your first name!) who lives in Ramsbottom, near Manchester. He (or she) is confused about machine code and how to get it into your machine:

"I have noticed that many programs I would like to use are written in machine code, which alas I do not know how to use. Do I need an assembler?" he/she writes.

Machine code is the language that computer chips themselves talk in! It's a complex system of codes and numbers that takes a great deal of practice and reading-up to master. The advantage is that although it's difficult and time-consuming to learn, if you can write programs in machine code they will be faster and more efficient than any others because it's like 'talking to' the chips directly.

But because machine code is so complicated and tricky there are easier programming languages like BASIC. BASIC lets you write your programs with much more ease to understand commands, and then converts these commands into machine code itself.

An assembler works in a similar way. It allows you to use nice friendly names to represent the machine code. Think of it as providing a relatively easy way of putting all those horrid numbers into the computer. That's not to say it makes it easy, though! I don't have a clue when it comes to machine code. I just end up getting muddled!

You would only need an assembler if you were to actually write a program in machine

code yourself (perish the thought!). If somebody else has written the machine code program already, then the numbers have all been worked out, so you don't need an assembler to help you. All you have to do is load these numbers into the computer's memory.

In a commercial game bought from a shop, the machine code is loaded into the computer's memory from the tape or disk. In this case you only need to type RUN" and the computer does the rest.

With a listing from, say, Type-Ins, the machine code numbers will be there as part of the BASIC program. When the BASIC program is run, it puts all the machine code into the computer's memory for you.

It's only when a listing is in assembly code mnemonics (words to you and me – mnemonics is what the eggheads call them) that you'd need an assembler to type it in. This is only likely to occur in an article on machine code in the first place, so you'd need to be pretty much into machine code to want to use it.



WHAT'S A CONSOLE?

We've all read the rave reviews in *Amstrad Action* about the new Amstrad GX4000 console. But what the devil is it? What difference is there between it and a 'normal' computer? Why on Earth would anybody want to buy one?

The main difference between the console and a CPC is that there is no way for the home user to program a console. A computer has a keyboard, allowing you to type in your own programs, and run serious applications such as word processors.

Because you can't type anything in on the console, there will never be the need to save things to tape or disk. So all you ever need to do is load the programs.

When a program is loaded into the computer in the conventional manner, it is read into the com-

puter's memory a byte at a time. (A byte is a term for a tiny section of memory – the CPC has over 65,000 of them!) This takes ages – especially on tape. (As 464 owners will no doubt be aware!)

The solution that console manufacturers came up with was to put the complete games directly onto special memory chips that retain the game program even when the power is turned off. These chips are mounted onto small circuit boards and enclosed in plastic cases. These are called cartridges.

Cartridges have several advantages. Most importantly, there's no more waiting for those games to load. Because they are on memory chips, they load instantaneously as soon as power is applied. They are more reliable too – you don't

TAPE LOADING TROUBLES?

Tape loading troubles are the most annoying thing. After waiting for five minutes for the flippin' thing to load, the blasted machine coming up with 'READ ERROR' is enough to send anyone stark raving mad. It just makes me want to scream!

What's worse is if you're the owner of a computer that does it all the time. One such poor soul is Paul Hart from Worcester. He bought a second-hand computer which worked fine when he got it. Problem is, now that he's had it for a couple of months, some of the games won't load any more!

Well, it is unlikely to be anything wrong with your computer, Paul. I think instead that the tape heads are plain old dirty (tsk tsk!). The parts that touch the tape get covered in all manner of disgusting filth and you'll need to give them a good scrubbing. You could buy a cleaning cassette from Woolies, but they aren't really that effective, and if used too often will damage the tape heads. Cleaning cassettes are abrasive. They work by scraping the surface of the heads – like a brillo pad on an two week old lasagne dish. It's best to leave them to soak overnight in washing up liquid (lasagne dishes, that is).

A much gentler and more effective way to do your cleaning is to get a bottle of meths and a little cotton bud (you could borrow one from your sister's make-up bag – ask her first!). No, you don't drink the meths. Just dab the cotton bud in it instead. Then gently wipe all the exposed parts with it (see the diagram that Ollie has so kindly drawn for me). The dirt will vanish and your tapes should load as good as new!

get those blasted loading errors!

Another important factor – especially as far as the software producers are concerned – is that these games cannot be pirated easily. Not without lots of powerful professional equipment at any rate. In other words, games can't be copied illegally and then sold at reduced prices or even given away.

On the downside, cartridges are far more expensive to produce than simply getting a batch of tapes duplicated. This is reflected in the relatively high cost of console games.

So why would anyone buy a console when the games are so much more expensive? Well, as I mentioned earlier, there's no boring wait for games to load. But there is much more to it than that. Amstrad have implemented several new features that are only available on cartridges. This means better, more advanced games!

The Plus computers give you the best of both

If you still have problems then don't despair! Another common factor in tape loading errors is incorrect alignment. For this you'll need to get hold of one of those tiny jewellers' screwdrivers. There should be a little hole on top of the cassette unit. This depends very much on the type of cassette player you have. The 464 has the tape built in, but if you're using a plug-in one then it may be slightly different from the diagram.

The methods are slightly different depending on whether you have a 464 with its built-in cassette recorder, or one of the models that uses an external one.

Checking the alignment out with an external cassette recorder is the easiest. First thing to do is unplug the cassette deck from the computer. Get a music tape that you're familiar with (I find *New Gold Dream* by Simple Minds to be perfect for the job). Put it into the cassette deck and press Play. Don't get too carried away listening to the music though, 'cos you've got work to do! Listen very carefully to the sound, and insert the screwdriver into the hole. It should slip into the head of the screw and rotate it just a fraction. The sound should sound either duller or clearer. Keep rotating the screw – just a fraction at a time, mind – until you're satisfied that you have got the crispest signal possible.

The problem with the 464 is that you simply cannot hear the sound from the built-in cassette unit. Well, you can, just about, if you turn the volume up to full. It's very faint and muffled though, and it's very difficult to tell whether the sound quality has changed at all.

worlds. You can use them as normal computers, or you can plug in a cartridge for extra fun!



So the job's a bit more fiddly, but it can still be done. Use a normal Amstrad computer cassette, listen for the sound of the blocks as they load in. You should just about be able to discern a difference in pitch as you turn the screw. A combination of sound, and how well the computer reads the blocks should let you when you're done.

For a cassette player to 'read' the music perfectly, the cassette heads must be at perfect right-angles to the tape. They are set to be at the factory, but with cassettes being knocked around so much, they can drift after a while. The little screw adjusts this angle and the crispest sound indicates that the alignment is spot on.

Syntax Errors

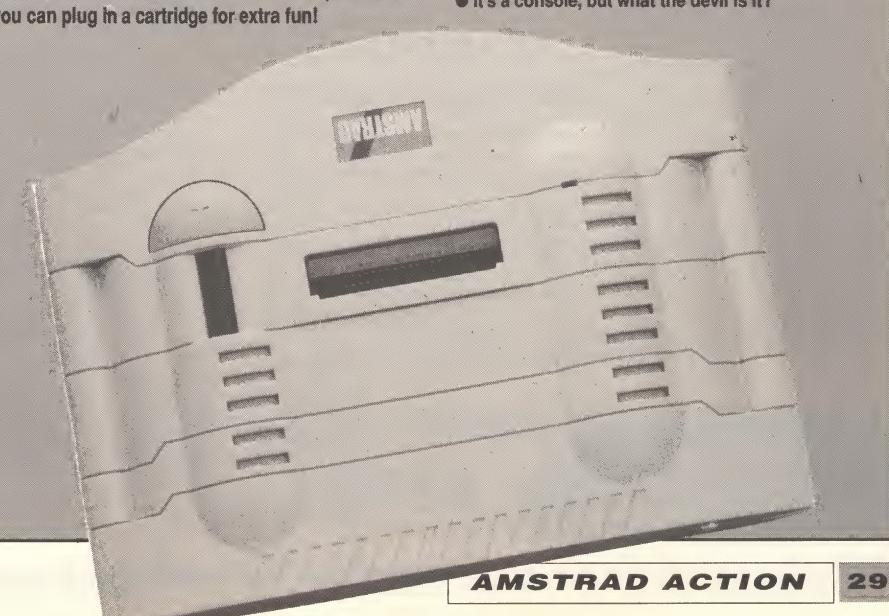
Newcomers to computing will probably encounter those wise words more often than anything else. Syntax Error simply means the computer hasn't got the foggiest idea of what you're on about. When you write a program in BASIC it expects you to talk to it with a set of pre-defined words. Anything outside this limited vocabulary and it won't be able to act upon the information, so it'll stop, all confused like.

To avoid such errors you'll have to make sure your typing is spot-on. Every letter needs to be correct, and all spaces need to be typed in too.

There are plenty of other errors that may catch the unwary, not least because you can often get a Syntax Error in a line when there's nothing wrong with it! Instead, the error may be in another line that affects that one – just one of the joys of programming!

If you come across a Syntax Error you can't get to the bottom of, or some other programming quirk, drop me a line – chances are I've had exactly the same problem myself!

● It's a console, but what the devil is it?



BrunWord

Complete Word Processing Package £30

BrunWord 6128 is a complete word processing package consisting of a word processor, spelling checker and card filing programme. It out performs all other word processors for the CPC6128.

BrunWord uses its own high speed screen routine, giving it a very fast response. The editor features are logically arranged, to be easy to learn and the spelling checker with its dictionary load into memory at the same time as the word processor. The whole system is very convenient and exceptionally fast. It is supplied with an introductory tutor file.

BrunWord Features

- *40, 80 or 128 columns. *Typing speed 200 words/min. *True insert or overwrite. *Justify or unjustify paragraph or whole text. *Balanced justification. *Instant word wrap. *Block save, move, copy, insert and delete. *Local editing with word delete/undelete. *Adjustable margins and TABs. *Word count. *Column/Line/Page display with file name. *Find and replace. *Help menus. *Memory files. *Single character embedded printer commands (18 with 3 codes and 21 with 10 codes). *Page throw markers. *Multiple copies. *Odd/even page headers/footers with page numbers. *Multi file printing. *Print specified pages. *Use any printer. *True display super/subscript numbers. *User defined characters. *Load/Save ASCII files from/to other word processors. *Files can be encrypted. *Maximum file size about 9 pages.

How They Compare		
Typing into 241 word paragraph	BrunWord 6128 & BrunSpell	Protect Disc & Prosspell
Typing into start of text	218 w/m 218 w/m	218 w/m 218 w/m
Scroll to end, line by line	1 min 27 sec	2 min 2 sec
Justify paragraph of 241 words	1 sec	0.2 sec
Change appearance to format and Appearance to Format	17 sec	53 sec
Spelling check 3366 words	52 sec 3883 w/m None	6 min 24 sec 526 w/m 8
Average speed	1 sec	18 min 46 sec 179 w/m 3
Spelling check 'NECESSARY'	40, 80, 128 Shown	Not possible Not shown
Screen format - columns	0.5 sec	Not possible Not shown
Page boundaries	40 or 80 Not shown	80 only Shown

BrunSpell Features

- *Memory resident programme and dictionary. *Checks 4,000 words/min. *30,000 word dictionary. *No American spellings. *Add up to 5,000 of your own words. *Instant lookup. *Helps to find correct spelling. *Automatic correction.

DataFile Features

- *Alphabetical, numerical, date sorting. *User defined headings. *Search routine. *Data merging. *Label printing.

Quotes

"It may seem that I have just written a very long advert for BrunWord 6128 but I haven't, I'm just so impressed." (Phil Craven, ACU Feb 90, page 25).

"One such is Peter Brunning's BrunWord 6128 which is without doubt in my mind, the most powerful and friendly word processor available for the 6128 today, with the possible exception of... BrunWord Elite!" (David Dorn, ACU July 90, page 43).

BrunWord Elite

Elite Word Processor For CPC6128 £55

BrunWord Elite has a unique advantage over its rivals, it can only be used with dot matrix printers. All other word processors are compromised to drive daisy wheel and dot matrix printers.

In the early days of computing a printer was simply a form of electric typewriter. (High quality printing, noisy and very slow). Then came the dot matrix printers, specially designed for computers. (Medium quality printing, not so noisy and much faster). Over the years, the typewriter style has become the daisy wheel printer and although greatly improved, it has been left far behind with the quality, speed and versatility of modern dot matrix printers.

Most word processors, including BrunWord 6128, can use dot matrix and daisy wheel printers. This creates the need for a style of printer control that is acceptable to two very different types of printers.

BrunWord Elite does not have this restriction as it is specifically written to be used only with dot matrix printers. This gives it a unique advantage over other word processors and as a result it is able to provide much more advanced printer control.

This is taken even further, as BrunWord Elite is supplied with an 8 Bit Printer Status Port which allows the programme to continuously monitor the status of the printer, (as well as providing the missing 8 bit for the original CPC6128). This means that BrunWord Elite is able to respond in a more sophisticated way than normally possible. It will wait for ON LINE or **<ESC>** if the printer is initially OFF or OUT OF PAPER but automatically returns to the editor if the printer is turned OFF.

BrunWord Elite Features

All the features and speed of BrunWord 6128 and BrunSpell, plus:-

- *Print in columns *Specify page layout *Use special high quality proportional fonts *Use advanced micro justification with proportional text *Set printer margins independently *Move print head up or down paper, specified in inches from top *Set micro line spacing within text *Print line or box by specifying size and line thickness *Use absolute TABs with proportional text *Download a file directly from disc during printing. *Can be supplied with Info-Script for data merging.

Headline

Headline is a print enhancement utility specially designed for use with low cost 9 pin printers. It enables virtually all the features of BrunWord Elite, including the 24 pin fonts, to be used with any 9 pin Epson compatible printer. The only requirement is that the printer must have quadruple graphics (all well known modern 9 pin printers). Even printers which do not have double height printing will be able to use all the features of Headline, including micro justification, normal, double and eight times height, and 1 to 9 times width.

9 Pin Elite £55

BrunWord Elite, BrunSpell, Headline, an 8 bit printer status port and 7 'type setting' fonts (fonts are 24 pin in size but only for 9 pin printers). Total price £55.00 inclusive.

9 Pin Elite+Info £92

As above but including Info-Script and a backup disc. Total Price £92.00 inclusive.

24 Pin Elite £90

BrunWord Elite, BrunSpell, Info-Script, back up disc, an 8 bit printer status port and 7 'type setting' fonts for downloading to a 24 pin printer. Total price £90.00 inclusive.

CHEAT MODE BOOK READ THE SMALL PRINT!

Important: Do you have any of the following games...?

1942 • 1943 • 2000 • 3D Starfighter • 3D Starship • 720 Degrees • Academy • Activator • Advanced Pinball Simulator • Afterburner • Airwolf • Airwolf II • Alien Highway • Aliens • Amaurote • Anarchy • Android II • Angleball • Arctic Fox • Arkanoid • Armageddon Man • Army Moves • Asphalt • Asterix • ATF • Auf Wiedersehen Monty • Avenger • Back to Reality • Bad Dudes vs Dragon Ninja • Ball Breaker • Ballcrazy • Barbarian • Barbarian II • Bards Tale • Basil the Great Mouse Detective • Batman • Battlefront Germany • Battty • Bedlam • Beyond the Ice Palace • Bigfoot • Biggles • Bionic Commando • Biospheres • Blood Valley • BMX Simulator • BMX Simulator II • Bobsleigh • Bombscar • Boulderdash • Boy Racer • Brainiac • Bravestarr • Breakthru • Bubble Bobble • Cauldron II • Caves of Doom • Challenge of the Gobots • Championship Sprint • Cholo • Chronos • Chuckie Egg • Classic Muncher • Climbit • Cobra • Cobra Force • Combat Lynx • Continental Circus • Contraption • Cop-Out • Crazy Cars • Crazy Cars II • Critical Mass • Curse of Sherwood • Cybernoid • Cybernoid II • Dan Dare • Dark Side • Death Wish III • Deep Strike • Desolator • Dizzy • Dominator • Doomdark's Revenge • Doomsday Blues • Doors of Doom • Dr Destucto • Dragon Ninja • Dragon's Lair • Dragon's Lair II • Driller • Druid • Druid III • Duet • Dun Darach • Dynamic Duo • Eagle's Nest • Elodon • Elite • Empire • Enduro Racer • Enlightenment • Equinox • Exolon • Fairlight • Fast Food • Fernandez Must Die • Fued • Firetrap • Fly Spy • Flying Shark • Football Manager • Forgotten Worlds • Four Smash Hits • Freddy Hardest • Frost Byte • Galactic Plague • Gallectron • Game Over • Game Over II • Gauntlet • Gauntlet II • Gemini Wing • Get Dexter II • Ghost Hunters • Ghosts n' Goblins • Gl Hero • Glider Rider • Go Loader • Golden Talisman • Gothik • Grand Prix Rally II • Grand Prix Simulator • Green Beret • Gryzor • Gunship • Gunstar • Hacker II • Harrier Attack! • Head over Heels • Heartland • Heavy on the Magick • Herber's Dummy Run • Heroes of the Lance • Highway Encounter • Hive • How to be a Complete... • Hunchback • Hunchback II • Hunt • Hydrofowl • Icon Jon • Ikarai Warriors • Impact • Impassable • Incredible Shrinking Sphere • Indiana Jones and the Temple of Doom • Infiltrator • Inheritance • Inside Outing • Into the Eagle's Nest • Jack the Nipper • Jack the Nipper II • Jackie and Wide • Joe Blade • Joe Blade II • Karwo • Kat Trap • Kilapepe • Killer Gorilla • Knight Tyne • Krakout • Last Ninja II • Leaderboard • Licence to Kill • Lightforce • Little Computer People • Live and Let Die • Living Daylights • Mad Max • Manic Miner • Mask • Masters of the Universe • Match Point • Maze • Metal Army • Metaplex • Miami • Cresta • Moonbuggy • Motor Massacre • Moto • Moving Target • Mr Freeze • Mutant Monty • Navy Moves • Nebular • Oh Mummy • On the Run • Operation Gunship • Operation Wolf • Outrun • Palitron • Paperboy • Parabola • Pipeline • Platoff • Predator • Prohibition • Pyramyda • Questor • R-Type • Radius • Radzone • Rambo • Ramparts • Ranarama • Rasputin • Rastescan • Rebelstar • Red Heat • Red LED • Red October • Reflex Power • Renegade • Renegade III • Rick Dangerous • Road Blasters • Road Runner • Robocop • Rocky Horror Show • Roland in the Caves • Roland in Time • Rygar • Saboteur II • Sacred Armour of Antirad • SAS Combat Simulator • Savage • Scooby Doo • Scuba Kidz • SDI • Sentinel • Shanghai Karate • Shark Tape • Shockwave Rider • Short Circuit • Silkworm • Skweek • Solomon's Key • Soul of a Robot • Space Harrier • Space Hawks • Speed King • Spellbound • Spiky Harold • Spindizzy • Spindrome • Split Personalities • Spooked • Spy Hunter • Spy vs Spy • Star Wars • Starfox • Starglider • Stormbringer • Stormcloud Plus • Streethawk • Strider • Strike Force Cobra • Super Hang-On • Super Hero • Super Robin Hood • Super Stuntman • Superstent Day 1 • Sweevos World • Sword Slayer • Swords and Sorcery • Tanium • Tankbusters • Target Renegade • Tempest • Tent Frame • Terra Cognita • Thanatos • The Duct • The Fear • The Fourth Protocol • The Real Ghostbusters • The Train • The Trap • They Stole a Million • Thing Bounces Back • Thrust • Thrust II • Thunderbirds • Thunderblade • Thundercats • Total Eclipse • Tour de Force • Trail Blazer • Trantor • Trap • Treasure Island Dizzy • Triaxos • Turbo Esprit • Typhoon • Uridium • Vampire • Venom • Victory Road • Vindicator • Vixen • Voodo Rage • WEC le Mans • Who Dares Wins • Who Dares Wins II • Wizard's Lair • Wizball • Xcel • Xor • Xybots • Yabbadabbado • Yogi Bear • Zarkon • Zoids • Zub • Zynaps



If you old timers out there must remember Cheat Mode 1, the collected hinting, tipping and poking wisdom of Amstrad Action's first sixteen issues. This magnificent 92-page epic was snapped up in its thousands by eager AA readers looking for a way to take the sting out of their fave games...

Well you ain't seen nuttin' yet. Cheat Mode II takes the best cheats from the last three years of Cheat Mode and crams it into 130 pages of absolutely essential info.

And as if that wasn't enough, we've gathered together 150 previously unpublished listings from such poking giants as Phil Howard, Mike Wong and Graham Smith.

Mind you, typing in all those listings is OK for practiced BASIC-bashers, but can be fraught for the rest of us... which is why Cheat Mode II is also available with cassettes containing all those pokes!

Cheat Mode II costs £9.99 on its own, and £11.99 with the two cassettes. Postage and packing in both cases is £1.45. All you have to do is fill in the order form below and send it off to the address printed - and you'll become the proud owner of the most important new work since... since... well, since Amstrad Action itself, dammit!

Yup, you've guessed. Every single one of these games gets the Cheat Mode treatment in Cheat Mode II: The Revenge. Unbelievable, isn't it!

Can you afford to be without it?

Telephone number

I enclose a cheque/postal order for

Made payable to "Future Publishing Limited"

I wish to pay by Access/Visa. Card number

Expiry date

Signed

(Please allow 28 days for order processing and delivery)

Send your payment to-

Amstrad Action Cheat Mode Book Offer

Freepost

Somerton

Somerset

TA11 7BR

TELEPHONE HOTLINE

If you simply can't wait for the post, you can order your copy of Cheat Mode II by credit card. Simply phone 0458 74011...

Send cheque/PO/Access number/Visa number to:



Brunning Software
34 Helston Road,
Chelmsford, Essex, CM1 5JF
Telephone (0245) 252854 (24 Hours)

BrunWord 6128 with BrunSpell & DataFile... £30.00
Info-Script with BrunWord 6128 & BrunSpell... £50.00
9 Pin BrunWord Elite... £55.00
24 Pin BrunWord Elite with Info-Script... £90.00
100 Letters (needs Info-Script)... £15.00
Supplied on 3in Disc for CPC6128 or CPC6128 Plus.
You must state which computer.

All prices are inclusive for UK. Overseas orders sent insured air mail - Europe add £2.50 : Rest add £7.50

DATEL ELECTRONICS



dk'tronics

64K AND 256K MEMORY EXPANSION

- Simple plug in memory expansion gives instant extra memory.
- Features bank switching software for easy use by the programmer or for use as a data storage area.
- The software also features some extra BASIC commands.
- 64K unit expands 464 to 128K. The 256K unit takes your 6128 to 320K!!
- 64K unit brings 464 up to CPC 6128 memory configuration making a much larger software base available. Will work straight off with many programs designed for this unit (including OCP Art Studio - see Ad.).
- Ideal for use with the CPM 2.2 etc.
- Bank switching done automatically by software (cassette 464 - disk 6128).

ONLY £49.99 64K FOR 464
ONLY £99.99

256K FOR 464 OR 6128 (PLEASE STATE)

THE RAM MUSIC MACHINE IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER



It's a full sound sampling system allowing any sound to be recorded digitally into the computer RAM. Once stored, the sound can be replayed at different pitches with many varying effects.

AMDRUM



Now you can turn your Amstrad into a real Digital Drum Machine.

AmDrum from Cheetah Marketing is a superb plug in device that produces "real" drum sounds via its unique digital system. On screen menu driven drum kit makes composing drum sounds easy for anyone to do! Just plug the output into your Hi-Fi, cassette player, etc. and that's it - your Amstrad is a drum kit!

Comes complete with DrumKit Sound plus extra DrumKit and Kit Editor Program (worth £9.99) absolutely FREE!!

ONLY £14.99



LIGHTPEN/GRAFICS SYSTEM

- Complete Lightpen and graphics system lets you create a whole range of effects on screen.
- It can magnify, shrink, colour fill and create circles, rectangles, lines and curves.
- Pictures can be edited at pixel level using a scratch pad which is magnified to a full screen.
- Picture storage and retrieval, and a pen calibration feature.
- Printer dump utilities for Epson/Amstrad printers supplied (on cassette).
- Complete package - no more to buy.

ONLY £14.99 CASSETTE

OR £24.99 WITH SOFTWARE ON ROM - NOTHING TO LOAD 464 OR 6128 (PLEASE STATE WHICH)

NOW A TOTAL MOUSE/GRAFICS PACKAGE FOR YOUR AMSTRAD AT A TRULY UNBEATABLE PRICE!!



TAPE OR DISK FOR 464 OR 6128 (PLEASE STATE WHICH REQUIRED) N.B. 464 NEEDS DK'TRONICS 64K RAM PACK



Genius Mouse

COMPLETE WITH



- Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.
- When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pull-down/icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.

COMPLETE WITH MOUSE INTERFACE



ONLY £49.99
TOTAL PACKAGE INCLUDES GENIUS MOUSE, INTERFACE, OCP ADVANCED ART STUDIO PLUS FREE MOUSE MAT AND HOLDER

LC 200 COLOUR PRINTER PACKAGE



NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!

- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, etc., in genuine colour!
- LC200 is a full Centronics printer so it works with other computers (Amiga, ST, etc.).
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!
- No more to buy - just plug in and print!

PACKAGE INCLUDES... STAR LC200 COLOUR PRINTER RRP £299.00 CENTRONICS PRINTER LEAD RRP £9.99 DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99 NORMALLY £327.98

COMPLETE PACKAGE NOW ONLY £239.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

- If you already have an LC10 or LC 200 Colour Printer we can supply the Driver separately.

HOW TO GET YOUR ORDER FAST...

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS.

ORDERS NORMALLY DESPATCHED WITHIN 48 HRS. ALL PRICES INCLUDE V.A.T. UK ORDERS POST FREE/EUROPE ADD £1/OVERSEAS ADD £3. PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE. CALLERS WELCOME - Please reserve goods by telephone prior to visit. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

DATEL ELECTRONICS LTD., GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND
TELEPHONE SALES ONLY 0782 744707 FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324



We must be MAD!

Just because It's Christmas (nearly) and we like you, we've arranged this absolutely stonking competition. The prizes are all courtesy of Gremlin Graphics, purveyor of all manner of goodies heading our way. *Shadow of the Beast* got an AA Rave this issue, we've got our hands on the incredible console game *Switchblade* for next time and *Lotus Esprit Turbo Challenge* is nearly finished and looking brilliant.

THERE MUST BE A CATCH!

And there is! Take a look at the entry form below and gasp at the fiendishly difficult questions we want you to answer. And when you've done those, fill in your personal particulars and whack the entry form (or a photocopy) into an envelope and send it to us at the address printed on the form. Cor lumme, it's a tough 'un and no mistake!

FIRST PRIZE:

A PORTABLE TV AND VIDEO SET-UP WORTH A COOL £600...



RUNNERS UP PRIZES:

10 lucky readers will each win a *Shadow of the Beast* poster (as painted by famous sci-fi illustrator Roger Dean) and T-shirt

THE RULES

Well c'mon now, there had to be some, didn't there...?

- The winning entries will be drawn at random from the gigantic Amstrad Action competition-drawing hat after the closing date.
- No employees of Future Publishing or Gremlin Graphics may take part, even if they can forge their grannies' signatures.
- No cheating (like Tipp-exing over the questions and writing in ones you can answer).
- Multiple entries are sneaky, conniving and utterly immoral. We have handwriting experts in the AA offices who can sniff them out in nanoseconds. Offending forms will be taken outside and subjected to a series of controlled explosions.
- The judges' decision is totally final, completely irreversible and absolutely no correspondence whatsoever will be entered into under any circumstances of any description that could conceivable arise, whatever happens.
- CLOSING DATE IS DECEMBER 20TH. Any entries arriving after this date will be used to prop up one of the legs on Rod's desk which has been a bit wonky ever since that business with the builders.

TELLY COMPO ENTRY FORM

Well now, we hope you didn't expect this to be easy. After all, you stand to win this stupendous first prize of a COLOUR TV & VIDEO that any one of the AA team would willingly KILL for because it's such an incredibly VALUABLE and DESIRABLE prize (sorry about all the capitals, by the way).

This is why we want you to answer the following questions, just to show that you are worthy of this enormous prize (just tick the appropriate box):

1. *Shadow of the Beast* was the game that set new standards of graphics overnight on which machine:

- The Commodore Amiga?
- The Sturmey-Archer pneumatic road hammer?
- Mrs Beeton's Household Management (3rd edition)?

2. *Lotus Esprit Turbo Challenge* will feature manic one or two-player racing in which car?

- The Sturmey-Archer Roadroller Comfycrush Deluxe?
- A Lamborghini Turbonutterpavarottipastabucket GTI?
- Lotus Esprit Turbo?

3. Name the Gremlin game shortly to appear on the Amstrad console.

- Mrs Beeton's Household Management: The Computer Game?
 Godzilla meets the Psychotic Arachnids from Cleethorpes?
 Switchblade?

Boy, we told you they were tough! Now what you've got to do is write down your particulars:

Name

Address

.....

OK, now post this form, or a copy, to:

AMSTRAD ACTION TELLY COMPO, BEAUFORD COURT, 30 MONMOUTH STREET, BATH, AVON BA1 2BW



UNDERNEATH THIS COMPUTER IS AN ARCADE FIGHTING TO GET OUT.

*The PLUS range comes with the game 'Burnin' Rubber' free on cartridge. Software subject to licence. Product subject to availability. RRP may change without notice. Amstrad, Amstrad 464 Plus and Amstrad 6128 Plus are trade marks of Amstrad plc. © Sept 1990 Amstrad plc. All rights reserved. Available from selected branches of Adams World, Allders, Clydesdale, Comet, Currys, Dixons and other leading stores.

FOR FURTHER DETAILS RING
0277 262326

OR FILL IN THE COUPON BELOW

Please send me details about the Amstrad 464 Plus and the Amstrad 6128 Plus.
Name

Address

Postcode

Send to: Amstrad plc, PO Box 462, Brentwood, Essex CM14 4EF Tel. (0277) 262326

AMSTRAD

AA12/90



INVEST WITH PRO-PUNTER

Turn your CPC6128 into an expert racing adviser!

- ★ PRO-PUNTER is a sophisticated, disc-based expert computer system for home micros which ACCURATELY interprets horse racing form.
- ★ In extensive trials over both FLAT AND NATIONAL HUNT seasons:
57% of horses top-rated by PRO-PUNTER won, representing an average post tax PROFIT per race of 80% of capital invested.
85% of winners came from within the top three rated, representing an average post-tax PROFIT per race of 18%, all three backed.
- ★ Researched and developed over three years, PRO-PUNTER uses information from the racing press and analyses ALL major aspects of racing form.
- ★ Produces a RACE FORECAST, generates a COMPUTER S.P., highlights good and poor VALUE BETS and OFFERS INVESTMENT ADVICE.
- ★ PRO-PUNTER adjusts automatically to the race under analysis. You don't need to be an expert yourself.
- ★ The subject of many excellent reviews since 1987. Described by the Racing Post as "the best (racing software) available" [Feb 1990]. Send for our free information pack!
- ★ Available now on CPC 6128, all Amstrad PCW's, BBC, Atari ST, IBM PC.

PRICE £57.50 including VAT, P&P.

Orders and enquiries to: DGA SOFTWARE,
PO Box 36, Ashton-Under-Lyne, Lancs OL7 9AJ.
Tel: 061-330 0184. DGA Software trades from Barnfield House,

Kings Road, Ashton - Under - Lyne. All correspondence please to P.O. Box.



A SMALL SELECTION FROM OUR WAREHOUSE

CPC6128 COMPUTERS NOW IN STOCK

All subject to availability RRP WAVE

CPC 6128 & Green Monitor + Joystick + 17 games on disk.....	£299.99£249.00
CPC 6128 & Colour Monitor + Joystick + 17 games on disk	£399.99£339.00
CPC 6128 PLUS MACHINES		
CPC 6128+ & Green Monitor + Keypad + Burning Rubber.....	£329.99£310.20
CPC 6128+ & Colour Monitor + Keypad + Burning Rubber	£429.99£404.20

CARRIAGE ON ABOVE COMPUTERS ANC - 3 DAY £10.35 - NEXT DAY £13.80

THE GREAT CPC COVER-UP!

YES KEEP YOUR CPC 464 UNDER COVER TO ONLY 1.99+0.58 P&P 2 PIECE DUST COVER FOR THE 464, PLEASE STATE MONO OR COLOUR MONITOR	
AMSTRAD SUPERCALC 2, DISC FOR CPC & PCW	R.R.P. £69.95 WAVE £24.95+3.45 P&P
AMSTRAD CPC464+ & CPC6128+ Expansion Port Adaptor now available	£11.50+1.15 P&P

STOP PRESS, WAVE has come up with the goods again, the Amstrad 40025 Upgrade ROM back in Stock, this may be your last chance WAVE Price £45.00 +1.15 P&P

DO YOU WANT TO SAVE MONEY, THEN SEND FOR OUR TRADE PRICE LIST
STATE FOR WHICH PRODUCTS AND ENCLOSE 3 22p STAMPS

BLANK DISCS & SOFTWARE

Romantic Robot Insider - for use with Multiface 2 & 2+.....	£14.95£10.47 E
OCP Advanced Art Studio Disc - CPC	£22.95£16.07 E
6128 CP/M Plus system disc.....	£22.34£16.75 E
CF2 Amsoft/Maxell EX S/W Houses, Easy re-formatted + Labels.....	Box 10£29.90£14.80 E
3.5" DS/DD WABASH/VERBATIM BULK + Labels.....	Pkt 10£4.25 E
Amsoft 3"discs DS/ALL 3" Drives + Free Price List	Box 10£29.90£20.18 E
Maxell 3"discs DS/ALL 3" Drives + Free Price List	Box 10£29.90£15.99 E
ENG. MAINLAND post & Ins: (A)£5.75 (B)£4.60 (C)£3.45 (D)£2.30 (E)£1.15 (F)58p		
(ANC) 3 Day £10.35, Next Day £13.80, COD+£2.30, Max, UK post chg. £8.05 per 20kg/£500.		

W.A.V.E. (Trade Dept. AA 1290)
Walney Audio Visual & Electrical Distribution
1 Buccleuch Street, Barrow-In-Furness, Cumbria, LA14 1SR
Tel: 0229-870000 (6 lines) Hours: Mon-Fri 10.00-5.00

VIEW	View : Stop Press or Crammed Pages can be Viewed : combined Altered and Swapped.
Five high speed 7 pin printer modes.	High Resolution Condensed, Draft, Draft Condensed, & Proofing.
Cram :	Reduces disc space required by compacting single or combined Pages
Build :	Reconstructs Crammed Stop Press pages for editing by Stop Press. Pages may be Built as single pages, or as combined pairs. This feature enables you to extend pages.
Queue :	Up to 8 Crammed pages to Printer at a time.
<small>This Ad. was set using Stop Press and X-Press.</small>	
X-Press Version 2.0 £ 19.95	
X-Press Version 1.3 Only Available from Medway / King £ 15.95	

Version 2.0 - Now has extra pages & utilities. X-Press 2.0 now offers eight page frames from Extra Extra by Database. Build the one you want and start work on a ready framed Page Modeout - Takes mode 1 or 2 CPC screens and makes four Cutouts for Stop Press. The four pens used in mode 1 make four shade patterns from white to black. Make your favourite Colour Loading Pics with X-Press's fabulously fast and accurate printer modes.

Page Ruler - A Crammed Combined Page with a ruler of Stop Press Page pixels 0 - 811 across and 0 - 789 down Print it and you get a set of page rulers to fit your copy or Cutouts.

Big Fonts are sixteen LARGE clean FONTS made into Cutouts for displaying Fonts on posters etc. On Disc - £9.95

MUSIC FONT - (Separate Disc) Manuscript Combined Pages. Keyboard Location Chart. Fonts and samples. £9.95 (Requires X-Press)

Great Value Bundle

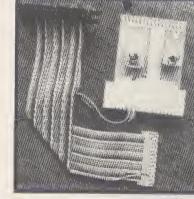
Stop Press with AMX MOUSE By Database ©
AN X-Press By Medway King only £7.95

Upgrades to X-Press Version 2.0 - £4.00
Includes p & packing on your original disc
MEDWAY KING
77 Maldon Rd. Bitterne Southampton. SO2 7AF

SAVE £££'s

Run disc at a tenth of the price on your CPC664-6128
For an outlay of only £24.95 plus disc drive.

By the time
you've bought 50
3" discs, you
could have had
100 5 1/4" discs
plus a disc drive
and de-cable



HOW IT WORKS
De-cable enables
you to run a
separate disc
drive as drive "A"
or "B" without
another disc
operating system

Send orders or SAE for info to:
ABC Holdings, 4 Westmeads Road, Whitstable, Kent, CT5 1LR

FREE JOYSTICK

With every 4 x 3" 17 Top Game Pack
Including Trivial Pursuits, Monopoly, Cluedo, Scalecz trix
ONLY £19.99 + £2.30

AMSTRAD MP.2

R.R.P £29.95

Allows the use of the 464 & 6128 on a T.V set

WAVE SPECIAL ONLY

£19.99

+ £3.45 P&P

FD-1 Second 3" disk drive

£49.99

+ £3.45 P&P

AMSOFT 3" £19.44

BOX 10
+ £1.15 P&P

HARDWARE & PERIPHERALS (OFFERS WHILE STOCKS LAST)

Multiface 2+ - CPC	£47.95	£34.76 E
FD-1 disc drive lead 664/6128	£68.96	£5.66 E
CPC-Centronics Printer Lead	£14.95	£7.48 F
RAM/DK 64K Ram expansion	£49.99	£38.99 C
CPC to video recorder lead please state BNC or Phono	---	£6.99 F
Star LC-10 MK.1 requires cable	£297.85	£151.00 A
MP-2 Modulator/PSU - CPC	£29.95	£23.96 E
MP-3 TV Tuner for CTM64 monitor only	£49.99	£37.49 C
CPC 6128 User Manual	---	£16.43 D
DDI-1, 1st drive CPC464	£59.95	£104.95 B
3.5" Second CPC Drive inc PSU. State 464 or 6128	£89.95	£75.00 B

WIN THIS MEGA MUTANT MACHINE!



How would you like to win your own Turtles Arcade Game? Well we've got a 4 player game to give away to the winner of this totally mega competition!! If you'd like to become one of the Turtles and fight to save April O' Neil just call 0898 404640, play our easy quiz and you could be that winner!

Leonardo, the leader of the Turtles
fights with a daisho weapon -
play Blue and you
could be him in
this game!

If you pick
Orange you must
be a fan of Michaelangelo
the Nunchaku turtle fighter!

With this game you
could become...

The Purple
player will fight
with the Bostaff, because this
turtle is the clever Donatello!!!

The turtle with the colour of red
is Raphael, who is famous not
just for his sai fighting
but for his jokes
as well!!

CALL 0898 404640

These lines are unofficial and have no connection with the featured characters or their business organisation.

Calls cost 33p (cheap rate) and 44p (at all other times) per minute including VAT.

Voceline, PO Box 1640, London, NW1 8NG. Please ask your parents permission before you call.

TEENAGE MUTANT HERO
TURTLES™



THE HEROES IN A HALF SHELL™
ARE COMING TO YOUR COMPUTER SCREEN!

THE COMPUTER GAME, AVAILABLE MID-NOVEMBER ON PC, AMIGA,
ATARI ST, C64, SPECTRUM & AMSTRAD 464.



Teenage Mutant Hero Turtles,™ and Heroes in a Half Shell are registered trademarks of Mirage Studios, USA. ALL RIGHTS RESERVED.

Used with permission. Based on characters and comic books created by Kevin Eastman and Peter Laird. © 1989 Mirage Studios, USA.

Published by Mirrorsoft Ltd under license from Konami® and under sub-license from Mirage Studios, USA.

Konami® is a registered trademark of Konami Industry Co. Ltd. Image Works is a brand name of Mirrorsoft Ltd. © 1989 Konami. © 1990 Mirrorsoft Ltd.

Image Works, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454 Fax: 071-583 3494





Programming in three dimensions

Think you could write another Driller? Does Stunt Car Racer look like something you could knock up in an afternoon? Starting this month, CONRAD BESSANT presents a three-part series exploring those amazing 3D programming techniques...

In the long-running quest for reality in their games, software houses are always trying to perfect their 3D graphics techniques.

Recently, programmers seem to have reached the limit of the original CPC in this field, with games like Castle Master and Stunt Car Racer leading the way. In this series I shall be explaining the concepts behind the stunning graphics.

The kind of 3D effects we see in games are often referred to as vector graphics. This is because three-dimensional objects are represented and manipulated using vector methods (often called matrices). Before getting into the programming details, a brief description of matrices and matrix operations is required. For those of you who sit at the back of the maths class reading *Amstrad Action*, don't worry, it's not as difficult as you might expect, and the computer does all the hard bits for you anyway!

Matrix-mangling

A matrix is basically the same as a numeric BASIC array. In other words, it is a grid in which a list of data is stored in an organised way. A matrix could represent anything from the points won by various motor racing teams in various races, to the weekly accounts of a small business. In the case of vector graphics, matrices are used to represent the structure of objects.

A sample matrix is shown in figure 1. This



of corners the object has. Using a variable for this means that we can easily change to object to a different type later on.

Naturally, this array is empty to begin with and code must be written to fill it with the relevant data. This code is shown below. All it does is reads the values into their respective places in the matrix from the DATA statement in line 130. The data is stored in line 130 in x0,y0,x1,y1,x2,y2 format so, for example, the first vertex is at x=0, y=100.

```
100 FOR x=0 TO n-1
110 READ object(x,0),object(x,1)
120 NEXT x
130 DATA 0,100,100,-100,-100,-100
```

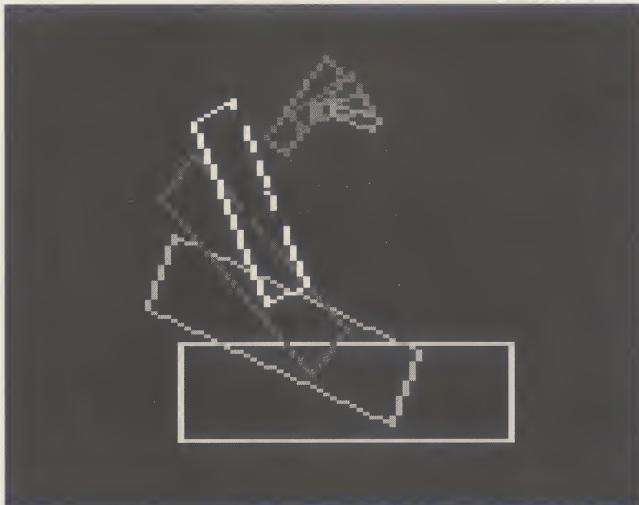
To display the triangle, all that has to be done is to retrieve the positions of the vertices from the array and join them together on the screen using MOVE and DRAW. The following lines do this.

```
10 MODE 0 : ORIGIN 320,200
500 FOR x=0 TO n
510 xp=object(x MOD n,0)
520 yp=object(x MOD n,1)
530 IF x=0 THEN MOVE xp,yp ELSE DRAW xp,yp
540 NEXT x
```

Because it is easier, from a mathematical point of view, to use negative co-ordinates to describe our shapes, we must use some method to bring the point corresponding to x=0, y=0 into the centre of the screen so that we can see the whole shape. The easiest way to do this is to move the graphics origin to x=320, y=200 (the centre of the screen) using BASIC's ORIGIN command. This method is used in line 10, so from then on the bottom left corner of the screen corresponds to x=-320, y=-200 and the position x=320, y=200 is at the top right of the screen.

Transform your graphics

If you RUN the program given so far you will see that it draws a large triangle in the centre of the screen. But what is the point in doing all this, when similar results could have been generated using a few simple MOVE and DRAW statements? The advantage is that we can now



● Our 3D square-manipulating routine in action.

y=-100. (These positions are not intended to relate directly to the screen, so the negative y value is perfectly acceptable.) Note that a matrix representing a single point (i.e. one containing only two numbers) is often called a vector, hence the term vector graphics.

In BASIC, the obvious way to store a matrix is as an array. The line below sets up a 3x2 array suitable for representing the triangle in figure 1.

```
20 n=3
30 DIM object((n-1),1)
```

Line 20 sets the variable, n, to the number



The mathematics is so simple that it only uses multiplication. However, multiplication is a little involved when it comes to matrices. Suppose we wanted to multiply the two matrices shown in figure 2 – figure 3 shows how this is done. The procedure is as follows:

- (1) Take the top two numbers from the transformation matrix, and multiply them by the two numbers in the object matrix which hold the position of the first vertex as shown in the diagram. Place the answer from this in the x position slot of the first vertex in the result matrix.
- (2) Repeat stage 1, but for the two lower transformation matrix values, and this time place the answer in the y position slot of the first resultant vertex.
- (3) Repeat 1 and 2, but use the next two values along in the object and result matrices (i.e. the co-ordinates of the next vertex). These are marked by a hollow arrow in figure 3.
- (4) Repeat step 3 until the end of the object matrix is reached. This stage is marked by a dotted arrow in figure 3.

You will probably recognise one of the matrices in figure 3 as the triangle descriptor. The other one is what is called a transformation matrix. By multiplying these two matrices a new one is formed and, as you have seen, this new one describes a transformed version of the original shape. Different transformation matrices transform the object in different ways – e.g. the one in figures 2 and 3 shrinks the triangle to 80% of its original size. The new, transformed, object matrix is plotted in figure 4 alongside the original shape. The transformation matrix used above can be placed in a suitable array using the following lines, the first of which initialises a 2x2 array called transform.

```

40 DIM transform(1,1)
200 FOR x=0 TO 1 : FOR y=0 TO 1
210 READ transform(x,y)
220 NEXT y : NEXT x
230 DATA 0.8,0,0,0.8

```

The size of the object descriptor matrix depends on the number of corners the object has, but for two dimensional shapes the transformation matrix is always a 2x2 one. This means that the routine above can be used to load any required transformation matrix into memory. All that need to be changed are the values in line 230.

Unfortunately, the BASIC supplied with the CPC does not have a built-in matrix multiplication facility such as that found in the Acorn Archimedes or in 16-bit GFA BASIC, so we have to write our own. The routine below multiplies the transformation matrix stored in the

transform array by a three point object descriptor matrix stored in the object array, and puts the result back into the object array.

```

700 FOR x=0 TO n-1
710 t=object(x,0)*transform(0,0)+object(x,1)*
    transform(1,0)
720 b=object(x,0)*transform(0,1)+object(x,1)*
    transform(1,1)
730 OBJECT(x,0)=t
740 OBJECT(x,1)=b
750 NEXT x

```

A detailed description of this is not really necessary, as all it does is perform the matrix multiplication procedure described above.

If you RUN the program so far it will do nothing more than before, but if the line below is added then the program will go back and plot the object matrix on the screen again, after

3D CPC PLUS

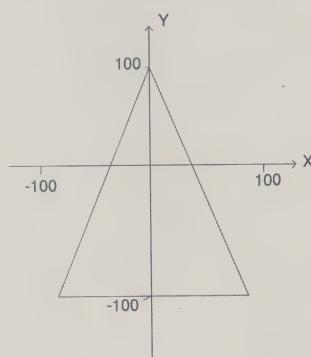
3D graphics on the CPC are now very sophisticated for an 8-bit computer, but with the updated hardware available in the new Plus computers, programmers should be able to produce even more realistic 3D graphics programs that run even faster. The actual appearance of 3D objects will be improved immensely by the enhanced graphics facilities – the extended palette of 4,096 colours will make lifelike shading using raytracing techniques (see part 3 of this series) more feasible, for example.

Furthermore, by taking a lot of the time consuming burden of graphics off of the CPU, more of the processor's time can be spent doing the mathematical calculations needed to manipulate many 3D objects simultaneously. This fact in particular will make 3D graphics programs an obvious area for software houses to explore, as things like two-dimensional shoot-em-ups will not have their fundamental concepts improved so drastically by the new hardware.



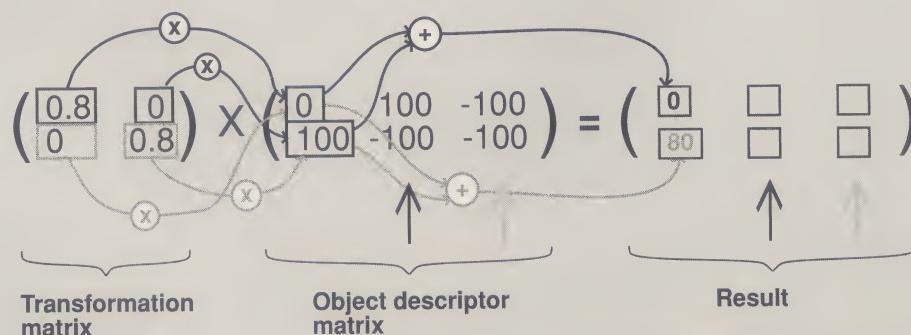
$$\begin{pmatrix} 0 & 100 & -100 \\ 100 & -100 & -100 \end{pmatrix}$$

This Matrix describes.....



....this triangle

$$\begin{pmatrix} 0.8 & 0 \\ 0 & 0.8 \end{pmatrix} \times$$



stage 1
stage 2



it has been transformed, and will continue in this loop until escape is pressed.

```
800 GOTO 500
```

As you can see, this creates a multitude of triangles, each one 20% smaller than its predecessor, making it look as if the triangle is flying away from us. This can't really be called animation, though, as the old positions of the triangle are still visible and the triangle doesn't appear to move. Drawing and erasing these triangles fast enough for animation is out of the question in BASIC, but with cunning colour switching techniques we can create the illusion of movement.

The simplest, and most effective, way to do this is to draw each animation frame in a different colour, and then set all the colours to the background colour so that all the triangles become invisible. Then, by cycling through the colours, switching one to the foreground colour each time the illusion of movement is created. Our program can be adapted to do this by adding the following lines:

The first few cause the program to draw only 15 different triangles, one in each of MODE 0's logical colours.

```
400 FOR colour=1 TO 15
410 GRAPHICS PEN colour
800 NEXT colour
```

The next group of lines illuminate each triangle in turn by setting all the logical colours to black except the colour of the triangle we want to see.

```
900 FOR c=1 TO 15 : INK c,1 : NEXT c
910 FOR a=1 TO 15 : FOR b=1 TO 15
920 IF a=b THEN INK b,25 ELSE INK b,1
930 NEXT b : NEXT a
940 GOTO 900
```

This is a very simple colour switching technique. As you will notice, points where different triangles touch become very confused, but it serves its purpose as an animation tool. More professional colour switching techniques will be discussed in the third part of this series.

If you break out of the program using the escape key you may not be able to see what you're typing because the text ink is set to the background colour. If this happens, just type INK 1,25 to put things back to normal.

As I mentioned earlier, different transformation matrices do different things. The one in figure 5 will rotate the object anticlockwise by 24 degrees, with the centre of rotation being the centre of the screen (which is where $x=0$ and $y=0$, as we have changed the graphics origin). To incorporate this into the program instead of the shrinking one, just change line 230 to read as follows (more details next month):

```
230 DATA 0.914,-0.408,0.408,0.914
```

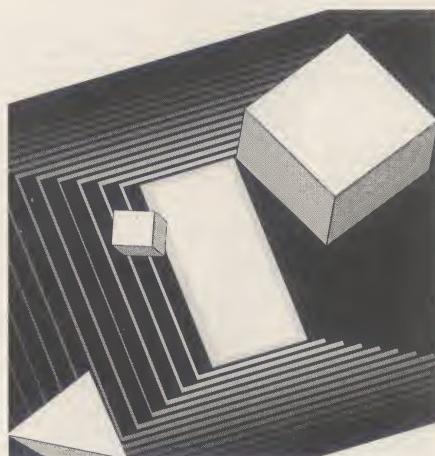
Each transformation matrix will perform the same transformation no matter what object you use it on, so if the object is changed to a rectangle the program will still rotate it. The following lines load the description of a rectangle into the object matrix. The first line tells the program that the object has 4 corners, the next one holds their co-ordinates.

```
20 n=4
130 DATA -100,-100,100,-100,100,-150,-100,-150
```

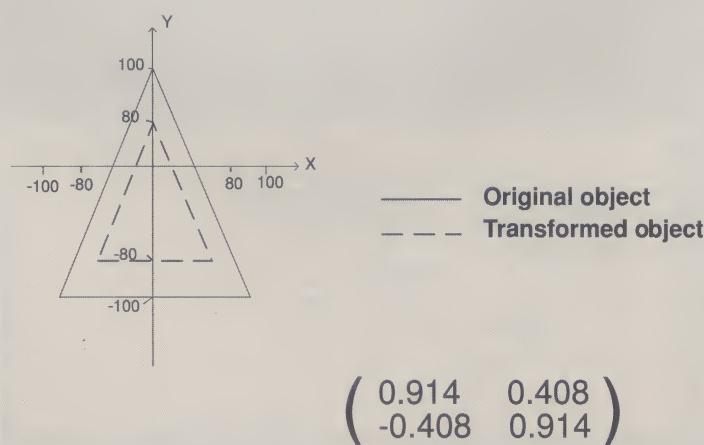
Transformation matrices can be combined to give an even wider variety of possible actions an object can perform. An example of a combined transformation matrix can be loaded into the program given so far by replacing line 230 with the one shown below. This transformation matrix combines the two given earlier in this article to shrink and rotate the object contained in the object array simultaneously.

```
230 DATA 0.75,-0.3,0.3,0.75
```

- Next month I shall explain how to apply the techniques discussed in this article to three-dimensional animations. In the meantime, why not experiment with different objects and transformations?



$$\times \begin{pmatrix} 0 & 100 & -100 \\ 100 & -100 & -100 \end{pmatrix} = ?$$



LORDS OF CHAOS
CASS £7.99
DISC £11.99

SIM CITY
CASS £8.99
DISC £12.99

TURBOSOFT

HOSTAGES
CASS £7.99
DISC £11.99

HARD DRIVIN'
CASS £4.99
DISC £7.99

EDUCATIONAL

Cass Disc

Animal/Vegetable/Mineral	7.99	11.99
Answer Back Junior	7.99	10.99
Better Maths 12-16	8.99	13.99
Better Spelling 9-14	8.99	13.99
Biology 12-16	8.99	13.99
Chemistry 12-16	8.99	13.99
Chemistry GCSE	11.99	14.99
French Mistress Adv. + Beg.	12.99	14.99
Fun School 2 Under 6	7.99	9.99
Fun School 2 6-8	7.99	9.99
Fun School 2 8+	7.99	9.99
General Science	n/a	7.99
Geography Quiz 10+	8.99	13.99
German Master Adv. + Beg.	12.99	14.99
Happy Letters	7.99	11.99
Happy Numbers	7.99	11.99
Happy Writing	7.99	11.99
Magic Maths (4-8)	8.99	13.99
Map Rally	7.99	11.99
Maths Mania (8-12)	8.99	13.99
Physics 12-16	8.99	13.99
Physics GCSE	11.99	14.99
Prof. Plays a New Game	14.99	19.99
Spelling Add On	4.99	7.99
Three Bears	n/a	13.99
Timeman One	7.99	11.99
Timeman Two	7.99	11.99
Weather/Climate 12-17	n/a	13.99
WordHang	7.99	11.99
Worldwise	7.99	11.99
Italian Tutor	12.99	14.99
Spanish Tutor	12.99	14.99
Fun School 3 under 5	9.99	12.99
Fun School 3 5-7	9.99	12.99
Fun School 3 7+	9.99	12.99

IN NOW
T.N.T.
CASS £11.99
DISC £19.99
Hard Drivin', Toobin,
APB, Dragon Spirit,
Xybots

COMING SOON
HOLLYWOOD
COLLECTION
CASS £11.99
DISC £14.99

Robocop, Ghostbusters 2,
Indiana Jones, Batman The
Movie

NINJA SPIRIT
CASS £4.99
DISC £7.99

HAMMERFIST
CASS £4.99
DISC £7.99

VENDETTA
CASS £4.99
DISC £7.99

GHOSTBUSTERS II
CASS £4.99
DISC £7.99

XYBOTS
CASS £3.99
DISC £6.99

BOMBER
CASS £6.99
DISC £9.99

DR. DOOMS
REVENGE CASS
£3.99 DISC £6.99

SHINOBI
DISC ONLY
£6.99

Inc. Shrinking Sphere
CASS £2.99
DISC £4.99

CF2 BLANKS
SINGLE £2.50
BOX 10 £18.99

CAPTAIN BLOOD
DISC ONLY
£3.99

BOBO
CASS ONLY
£2.99

TIN TIN ON THE MOON
CASS ONLY
£2.99

LASER SQUAD
CASS £4.99
DISC £7.99

CYRUS 2 CHESS
DISC ONLY
£6.99

3" DISC
CLEANING KIT
£3.99

RUNNING MAN
CASS £4.99
DISC £7.99

QUESTION OF SPORT
CASS OR DISC
£2.99

AMDRUM
CASS ONLY
£7.99

VINDICATORS
CASS £3.99
DISC £5.99

IMPACT
CASS
£2.99

AFTERBURNER
DISC ONLY
£5.99

MOUSE
MATS
£4.99

AFTER
THE WAR
£3.99

IN NOW
HEROES
CASS £11.99
DISC £14.99

Licence to Kill, Star Wars,
Running Man, Barbarian 2

IN NOW
WHEELS
OF FIRE
CASS £11.99
DISC £19.99

Chase H.Q., Powerdrift, Hard
Drivin', Turbo Outrun

Turbosoft

Unit 6 & 7
Acacia Close
Cherrycourt Way
Industrial Estate
Stanbridge Road
Leighton Buzzard
Beds. LU7 8QE

Office hours are
Monday to Friday
9.00am to 5.00pm
Saturdays
10.00am to 4.00pm

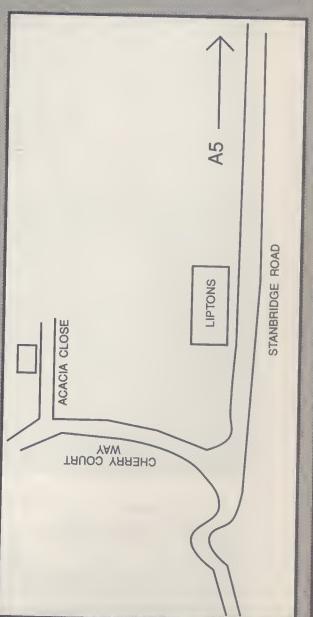
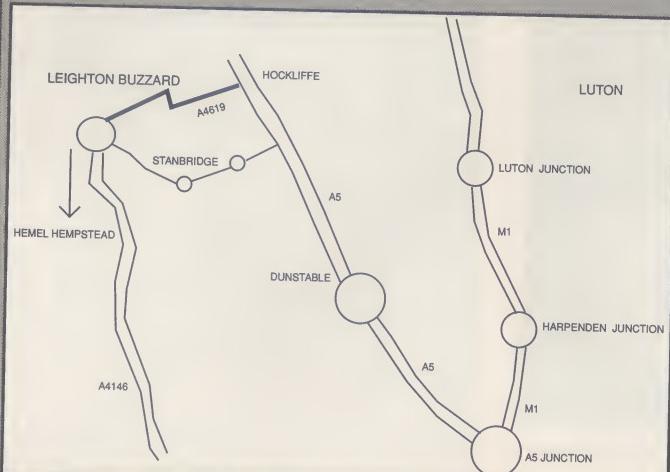
All prices include VAT

Tel: (0525) 377974
Fax: (0525) 852278

Independent Stockist.
Riomhaire Software,
Dublin Bazaar,
Unit 34 Thomas St,
Dublin 8, Eire.
Shop prices will vary.
Personal callers only.

(Personal callers welcome)

HOW TO FIND US.....



Maps showing direct routes from the motorway and A5



Play as you learn as you read

JAMES LEACH dons his cap and examines a new approach to educational software...

LEARN TO READ WITH PROF

LEVEL 1: PROF PLAYS A NEW GAME

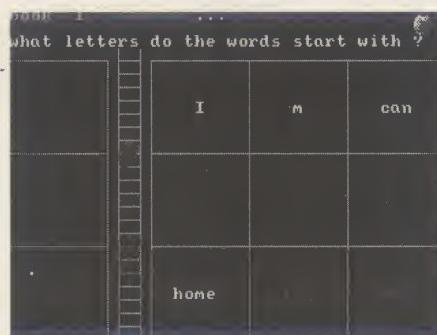
£14.99 tape, £17.99 disk ●
Prisma Software ● Prisma House, P.O. Box 211, St James Avenue, Chester CH1 3NJ

Learn to Read with Prof is a new series of reading tutorials designed to help young children who are just starting the language-learning process.

Its aim is to help children look at the construction of words in greater detail. They gain

a phonic approach to reading, as well as help with spelling. Spellings or pronunciation are not drummed in or learnt by rote. Instead, a computer game is used to help the children identify and select letters.

The first thing the child does is listen to an audio cassette. A story, read by TV's famous Patricia Hayes, unfolds. The child is asked to press the space-bar and the cursor keys at cer-



- Prof runs to words which are missing the letter 'a'

such as I, book, and read. It also teaches the keys needed for the forthcoming game.

Once the child is aware of the keys used, the game itself is loaded. The audio tape does not continue during the game. It is solely an introductory device.

You can select a topic for



- Finish a stage and a pretty scene is displayed.

the game to concentrate on.

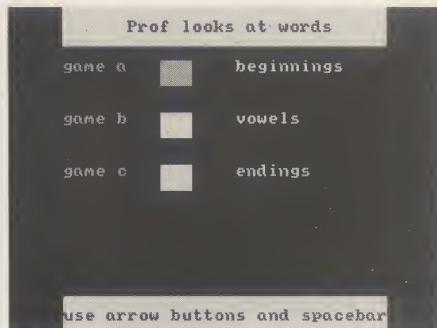
- Part One teaches the vocabulary, and introduces the look of the words. No initial reading ability is required.
- Part Two introduces the beginnings of words, vowels or endings of words.
- Part Three teaches sequencing. The child learns to make sentences – this is done in gradual steps.
- Part Four lets children use their understanding of the text to complete a passage. Only the words used in Part One are used.

There are 'choose a word' and 'find a word' games in this level.

Each Part has a number of ability levels, all selectable from a menu, thus enabling a more proficient child to enter at a later stage, or for a child returning to the program to continue where he/she left off.

In the game, the child controls a little red character of the sort that used to get chased around mazes by ghosts. He's called The Prof. He must travel to a letter (or letters on further levels), highlight them, and then travel to a word which has that (or those) letters missing. If the child completes this successfully, the little man jumps up and down with evident glee. This game format remains basically the same throughout the entire tutorial.

In Part One there are approximately four letters to place in four words. This value varies depending upon your current level. When you have completed all the words on one level, you are presented with a brightly-coloured graphics screen, such as a cat sitting in front of some shops. You then progress to the next level. When Part Four is completed, the child should be able to complete sentences, read them and



- Select the topic you want to concentrate on.

change words within them.

Accompanying the games are a numbered series of books. These cover the same ground as the games, but in a more "traditional" words-and-pictures way. The books should not be followed when the game is in progress – instead, it's recommended that the books are read after playing the games. They have a useful index of words learnt, so you can monitor the child's progress, and tailor it to the spelling and substitutions being carried out in the game.

The words used in both the books and the computer game are typically those found in any childrens' pre-school reading material. They are all chosen from the Murray and



- Prof provides a structured approach to the development of literacy skills.

tain points which prompts on-screen action. This interactivity holds the child's interest as well as teaching him/her several keywords



THE ULTIMATE TEST...

McNally word list. Book One introduces nine words. These are I, play, school, at, and, home, can, you, and am, while Book Five incorporates such words as pleased, computer, spacebar, buttons, said, and learn. These are obviously more complex in structure, polysyllabic, and occasionally require pronunciation which differs from the phonetic 'look' of the word.

The subject matter of the tutor is centred on the child. The stories are about mum and

Book 1			
which word ends with the letter d ?			
d	at	can	play
	you	school	an
e	I	am	home

● Prof is guided to the letters selected on the left.

dad, school, the computer, and, significantly, how pleased mum and dad are at the progress made by the child in learning to read.

The parent takes an important role in helping the child through all the books and levels. When the child moves Prof to a word, you (the parent) should read that word, and ask the child to do so too. If the spelling produced by the child is correct, the Prof jumps up and done, and a short tune is heard. The child should then say the word, without being told it again. In effect, he/she should be reading the word from the screen.

Overall, the components of the package are fine. The books are well written and produced, the computer program is bright and has nice arresting graphics and sound, and the audio tape is great. It's a pity that this idea isn't

carried further. It worked well with the screen display and the keypresses, and was popular with our guinea piglets.

However, the 'game' which is such an integral part of the package might not appeal to all kids.

Whether the Prof's antics will prove fascinating enough to retain a child's interest in the dismembered words appearing on the screen is debatable, but from our 'field trials', the approach will prove more successful (i.e. more interesting to the child) than traditional book-learning, especially when the adult in charge of the learning session takes an active role in guiding the child and retaining its interest.

ent letters. If the speed is set at fast, he moves too quickly if you're careless, overshooting his destination. This can get rather fiddly for young fingers. If the speed is on slow, the character can take a little too long to get to his destination and boredom can set in. The game format stays the same for each part and level, and, whilst the children were able to understand and get to grips with it, they did tire of the same-ness.

Prof seems to be researched, written and presented very thoroughly. A lot of its success depends on the accompanying adult, though. The child's enthusiasm must be gained and held, and he/she must not be made too aware of the learning process - we got on much better treating Prof as a game rather than a lesson.

The game sequence, unfortunately, doesn't vary enough to keep a child interested for long. All the letters and partial words can look a little forbidding, and the fairly high degree of accuracy needed to guide the Prof to his destination can cause frustration.

Book 1			
put the i in the words			
	home	you	m
a	nd	school	I
pl y	c n	t	

● Prof has to take that 'a' to all the words missing it.

Book 1			
find the words starting with			
	end	I	you
school	can	play	
a	t	m	home

● Correct selections result in celebrations from Prof.



● Another 'reward' scene.

GOOD NEWS

- Unique 'multi-media' approach to learning
- Genuinely interactive

BAD NEWS

- The 'game' is a little basic

MEL CROUCHER
COMPUTER
FUN LINE
0898
299 399
3 mins of mind blowing entertainment

THE HOTTEST GAMES SECRETS

MEGATIP GAMESLINE

TONY TAKUSHI CONSOLE LINE

0898 299 390

games tips news gossip

Proprietor: B. Everiss, P.O. Box 71, Kineton, Warwick, CV35 0XA.
Calls charged at 33p per min (cheap rate) and 44p per min at all other times
(Ask whoever pays phone bill)

£ £ £ £ BANK BALANCER V1.03 £ £ £ £

Software to manage any type of Home Accounts. (464/664/6128) Please state

Menu driven from 12 menus with up to 10 choices each (f0. to f9.)
Capable of storing 7000 transactions on one disc.
Each entry has No., Date, Description, Code, Debit/Credit, Balance.
Coding facility allows thousands of codes for each account category.
Automatic balance calculation and triggering of standing orders.
Standing order definitions for 1 week, 2 week, 4 week, 1 month, 4 month, 1 year
Global Search and display facility, eg. Find and display all CHEQUES etc.
Password protection of stored data. (Up to 20 characters long).
User definable colours and key definitions.
Autorun facility will load and display any file of your choice on start up.
Browse through transactions page by page.
Print page, section, file or control codes to Epson compatible printer.
Uses two disc drives if required.
Disc management from within program. Erase, Cat, User, Drive etc.
Status screen shows Date, Last date, Balance, Drive, Title, Edit No. etc.
File handling includes Edit, Insert, Remove, Search, Exchange, Browse.
Change amount, preset balance, running totals for all standing orders.
Custom alarm system traps all illogical inputs and user mistakes.
Example files on disc, comes complete with full user manual.
Telephone helpline available if needed.

CHEQUE/PO payable to:
OSPREY SOFTWARE
Allow 28 days delivery

DISCOUNT FOR BULK TRADE ORDERS WELCOME
TEL: (0742) 696863

£16.50 from...
Osprey Software
11 Medlock Road,
Sheffield, S13 9AY

★ FREE SOFTWARE ★

3½" DISC DRIVE ONLY £79.95
800K STORAGE PER DISC PLUS £3 CARRIAGE
INCLUDES MAXIDOS AND PROCOPY - FREE!

We offer you:-
The **MOST RELIABLE** 3.5" disc drive available (TEAC); the **MOST COMPACT** drive of any size (4" x 6.75" x 1"); the **BEST PRICE** by far of any 3.5" drive; easily the **BEST FREE SOFTWARE** (the major utilities, Maxidos and Procopy, were until recently, sold at £13.75 each!); **FORMAT TO 800K** on each disc (ROMDOS, RAMDOS or RODOS is needed for this); **UNIQUE SIDE SWITCH** allows you to use the drive as a **STANDARD B DRIVE**, formatting to 178K free on each side of the disc. Everything that can be done with an FD1 can be done with our 3.5" drive. Now you can choose **NORMAL OR 'BIG DISC' mode**.

Supplied ready to plug in and use. Please state 464, 664, 6128 or 6128 PLUS.

BONZO SUPER MEDDLER..... £13.75
now includes the BONZO HACKPACK - free! The most comprehensive tape to disc utility. Supplied on disc with a huge database of verified transfers. Produces stand-alone transfers.
"A real alternative to a Multiface" - Amstrad Action
"The best tape to disc transfer utility available" - WACCI

BONZO BLITZ £13.75
now includes BONZO'S DOODAH and 4 adventure games - free!
Tape to disc transfers. Deals with all forms of Speedlock. Works on all CPCs. Huge database of verified transfers.

BONZO's BIGBATCH..... £10.00
Fast, flexible DATABASE, superb FOOTBALL POOLS PREDICTOR plus a user-friendly, memory saving SCREEN & SPRITE DESIGNER.

BONZO's FLASHPACK £10.00
Simply too much to list. Please send for details. "Best all round basic extension program" WACCI

OTHER ITEMS

64k DKtronics RAM PACK.....	38.99
FD1 DISC DRIVE (See below)	£64.95
RAMDOS (disc)	24.95
ROMDOS (rom)	29.95
3.5" DISCS (branded bulk) ..10 for	7.50
.....30 for 20.00	
3" DISCS (Amsoft).....10 for 20.00	
3.5" DISC BOX lockable, holds 40....7.00	
PRINTER LEAD (CPC or PLUS) 6' ...8.00	

Please add £3 p&p to disc drives
FD1 - state 464, 664, 6128 or 6128 PLUS

NEW 32k RAMROM - £13.95!!

The latest addition to our range is a little gem. It is 32k of RAM which can be loaded with 1 or 2 (yes two!) ROM programs. After which it behaves exactly like 1 or 2 ROMs. It plugs onto the computer so a romboard isn't needed. You can select a rom slot for each 16k bank or choose to have both banks on the same slot switching between them at will. Complete with through connector and type-in software, it is now available for an amazing £13.95. Send s.a.e. for fuller details or a cheque to get yours now.

UPGRADE YOUR 64K RAM TO 256K ONLY £29

Now your 64k Ram can contain a massive 256k. Just send us your pack with a cheque for £29 and in a few days we will return it to you with a full 256k inside. Your existing software will operate the increased memory.

EPROM PROGRAMMER only £30 inc. p&p

Transfer your favourite programs (Basic/Machine code) onto rom. Programs 8k, 16k, 21v and 12/12v eproms. Powerful but easy to use software, rom to rom copy, editing, verification, single byte or block programming. Blank 16K eproms ... £3.50 each or 5 for £15.00

FREE PLUG

UNITED AMSTRAD USER GROUP. A genuine CPC user group, run by a members' committee, arranges members' discounts, provides multi-expertise helplines, produces a bi-monthly fanzine (THE CPC USER), large PD library on disc and tape. Contact: Tony Baker, 26 Uplands Close, Fareham, Hants., PO16 7JY. Tel: 0329 234291.

MICROSTYL

DEPT. AA, 212 DUDLEY HILL ROAD,
BRADFORD, W. YORKS BD2 3DF.
Tel: 0274 636652 (after 2pm).

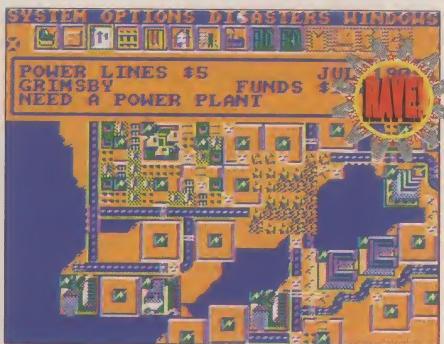
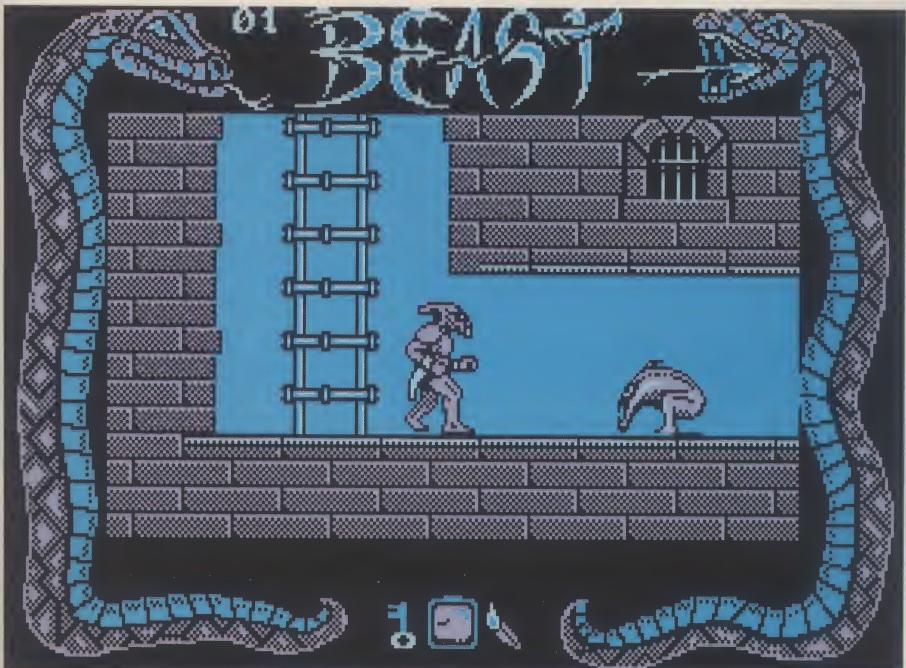
Prices include VAT and carriage unless otherwise stated.

ActionTest

We thought an 8-bit version of Shadow of the Beast would be a joke. It's no joke.

SHADOW OF THE BEAST

It's the game that set new standards of graphics overnight on the Commodore Amiga – but how does it convert to the 8-bit CPC? Gremlin Graphics took the job on, and you can find out the result on page 50...



● Sim City lets you elect yourself mayor and build your own metropolis. Page 68...



● Tanks a lot! (And other awful puns.) Loriciel's Sherman M4 WWII sim rolls in on page 66...



● Does Kick Off II stomp all over its predecessor? Check out the results service on page 63...



● Snow Strike gives you the chance to wipe out all those Colombian drug barons on page 64...



Toyota Celica GT4

Gremlin staged a very special launch in the Welsh forests for its new Totota licence rally game. Andy Ide, from AA's sister mag Your Sinclair said that he'd be there if it was the last thing he did. It nearly was.

Byoboyboy. Have you ever turned the corner of a muddy, gravel-covered, potholed and let's-face-it-downright-dangerous road at speeds of up to 110mph? I have. So ner...

It all happened on a rather soggy afternoon in late October somewhere in the middle of Wales. I was the guest of Gremlin, which was

promoting its up 'n' coming Toyota Celica racing epic, and had tootled up to Newtown for a day of general tomfoolery.

The first event on our hectic schedule was a morning spent clay-pigeon shooting – that is, it would have been a morning if we hadn't all got split up on the way there and got lost! Still, the remaining hour and a half was a lot of fun, blasting little diskette thingies out of the sky with a degree of beginner talent which our trainers found truly astonishing. (Those of them not busy examining the holes that had mysteriously appeared in their hats, limbs and other accessories...)

After lunch we scooted off to some enormous forest in the middle of some enormous moor. And there we found the Crazy Car, so called because when you turned the steering wheel to the left you'd end up driving right,

and when you turned the steering wheel to the right... but I'm sure you get the idea. The plan was for everyone to make timed runs round this figure-eight course sort of thing with a small (but presumably deep) reservoir on one side and a massive great precipice on the other! I just thought you might like to know I - ahem - came second!

But these two 'entertainments' were nothing compared to what came next. The main event of the day was always going to involve Team Toyota, the rally offshoot of the car company, but when it transpired that its driver, David Llewellyn, was going to be 'in the woods' that day practising for the Lombard rally in November, TT asked him if he wouldn't mind giving us all a spin. Which is exactly what he did – and in more ways than one! (groo...)

Strapped into the passenger seat like rats in a trap, Dave and I crept up to the starting line. A bit of explanation from the speed freak himself (like how he wasn't going to use a clutch for the first three gears!) and VVVVVR-RROOOOOOOARRRRRGGGHHHH!!!!!!

Grruummmph...! Er, can we go back for my stomach, Dave...? I couldn't believe the acceleration, the way his arms were flying up and down either side of the steering wheel – just about as often as the helmet on my head was slamming into the roof! And when we swept round corners half the car wasn't actually on the road at all. On the straights, he told me later, we were doing 120mph, and this was a paltry seven-tenths' his usual speed.

We got to the end of the track.

"You okay?"

"W-w-w-w-well..."

"Ready to go back?"

"I..." VVVVVR-RRRRRROOOOOOMMMMM-MM!!!!!!

It only lasted five minutes but I'd have stood in the rain for a week just to get inside that car! Thanks, Dave, thanks, Gremlin, and we look forward to seeing the game real soon!



● You'll be able to drive a car just like this (on your CPC, that is).

GREMLIN GETS AN ENDORSEMENT!

...From Toyota, that is. The game itself has been two years in the making, and Gremlin reckons it's used the same determination to come up with an out-and-out rally driving sim that Toyota used throughout the past season to firmly plant the Celica GT4 at the top of the rally driving tree. (© Encyclopaedia of Totally Muddled Metaphors, 1991 – ed.)

The car won the Shell Oils British Open Rally Championship for the second year running, with Welshman David Llewellyn at the wheel, while another GT4 looks certain to scoop the World

Rally Championship, thanks to Carlos Sainz of Spain.

But what about the game? Well, you get to tackle several different courses in a wide variety of weather conditions. You skid round bends, leap over crests and generally pile off into the scenery like a complete madman ('till you get used to it, we guess). More than that, we don't yet know – though if it shapes up as well as *Lotus Esprit Turbo Challenge* looks like doing, we're in for a cracker!



fun school



Under
5s



Count up to nine to help
teddy get the honey



Pair the large letters
at the alphabet fair



5 to 7s



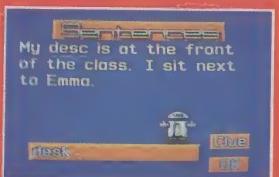
Tell the time and watch
the clock come alive!



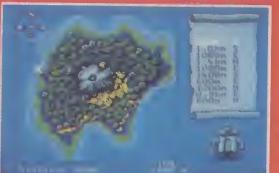
Guide the frog from log
to log to solve the sums



Over
7s



Correct spelling, grammar
and punctuation mistakes



Follow the directions to
find the buried treasure

- Atari ST • Amiga • PC • Amstrad PCW £24.99
- Spectrum • C64 • Amstrad CPC £12.99 (tape) £16.99 (disc)

In the autumn: BBC, Electron and Archimedes

DATABASE EDUCATIONAL SOFTWARE

3



Learning is now even more fun!

Fun School 3 is everything you – and your children – ever wanted from educational software: **SIX** challenging programs in each pack which fulfil the exacting requirements of the National Curriculum. Plus: Stunning graphics; exciting sounds; carefully structured levels so your children can have fun and learn at their own pace. And all are designed by the winning team which created **Fun School 2**, the biggest-selling educational package ever!

On sale at top dealers nationwide. Selected formats available at larger branches of WH Smith and Boots.

Format	Under 5s		5 to 7s		Over 7s	
	Tape	Disc	Tape	Disc	Tape	Disc
Atari ST		9490		9491		9492
Amiga		9921		9922		9923
PC 5.25"	5891		5892		5893	
PC 3.5"	5894		5895		5896	
Amstrad PCW	5211		5212		5213	
Spectrum	9084	9085	9086	9087	9088	9089
Commodore 64	9076	9077	9078	9079	9080	9081
Amstrad CPC	6189	6190	6191	6192	6193	6194

Please supply Fun School 3 for
the code number(s) circled

Cheque payable to Database Software
 Please debit my Access/Visa card no. _____

Expiry date: / /

Signed _____

Add £2 per program for Europe & Eire (£5 Overseas).

Name _____

Address _____

Postcode _____

Send to: Database Direct, FREEPOST, Ellesmere Port,
South Wirral L65 3EB. Order hotline: 051-357 2961



SHADOW OF THE BEAST

Gremlin • £12.99 cass, £15.99 disk
joystick/keys?

You've got a face like a rattlesnake, a skull like the back of a Ford Anglia and a wardrobe consisting of two hankies and some string. Your skin's got a pallor only marginally healthier than month-old tripe and you can't even walk and punch things at the same time.

Not nice, eh? Mind you, you're a darned sight nicer than the other guy. He is the Beast, and responsible for the murder of your own father and countless other innocent humans. Yes, you were human too, once, and it was the Beast who turned you into this horribly, ghastly snake-headed horror. Which is why the Beast must pay.

Shadow of the Beast is a scrolling kick-em-up with lots of exploring and timing puzzles to keep you busy as you search out the Beast, belting its minions into oblivion as you go. And you're pretty good at belting things, because although you'd get a few funny looks on the bus, you're tough as nails, with a Schwarzenegger physique and fists like concrete.

Your fighting moves are limited – which makes learning them easy – yet highly effective. Hit the Fire button while you're walking and you stop briefly to bash whatever is in your path. Press Fire while you're jumping and you deliver a devastating kick. Push down on the stick and fire, and you punch the lights out of any ground-hugging creepie-crawlies that come your way.

The key to success is timing your moves. None of your assailants are that tough, but they do have a habit of creeping up on you unawares. And there are some baddies, like bouncing eyeballs (yuk!) and dangling spiders as big as your average family car, that you just have to work around – you can't destroy them.

Take a hit from one of these – or from any other creature – and you lose one of your twelve energy points. When all twelve have gone – well, it's back to the start, I'm afraid.

Let's start at the beginning, though. First of all, you've got to explore your surroundings – watch out for nasty bats, circular sun-god-type nasties and man-traps on the ground. Head right and you'll come to a well. You can actually get into this well and climb down it... but don't bother. When you get to the bottom it'll tell you you need a key. Great. What you really should have done was head left...

This time you'll come to what looks like a treehouse. Go inside, and you're into Level Two, an underground maze of tunnels and ladders. Watch out for giant ants, club-wielding ogres, fireballs, huge dragons' heads that stick out of the floor and ceiling without warning, and – thank goodness! – potions to restore your vitality.

To get out of this level you need firstly to

learn your way around and secondly find some way of wiping out the grisly end-of-level guardian. The answer is a creature which squats at the end of a corridor on the other side of the complex. It sits there, gobbling balls of fire at you periodically and lobbing a sphere up and down. You need to choose your moment, duck in there and hit the sphere

before dodging back out of the way. Hit it enough times and it disappears.

You now have a weapon to tackle the guardian with...

...And lo and behold, you emerge up through the well!

The next section is above ground again, but much tougher than your first tentative little forays. You tread warily for what seems like hours but can only be a few minutes across this insect, bat and eyeball-infested territory, finally

Level Four is slightly smaller than Level Two, and only marginally tougher. There are a whole new range of hazards to contend with, though. Many of the ceilings drip poison, strange (and indestructible) hopping creatures first seen above-ground must be jumped over,



● Above ground, but heading for the underworld...



● You get scrolling descriptions between levels.



● Ouch! Those tree roots appear from nowhere.

SECOND OPINION

"Graphically, one of the most innovative games to appear on the Amstrad for some time. A bit long-winded at times but if you've got the patience it's an enjoyable and playable arcade romp." AW



● Ah – a key!

arriving at a castle with a doorway.

You go inside, into a dark, gloomy corridor. Take a few steps and it becomes darker and gloomier. A few more steps and you're in pitch darkness. Yes, you've forgotten something. Head back for the doorway (if you can find it again), go outside and head to the right until you come to a torch mounted on the castle wall. Leap up to grab it and head back for the doorway.

and at one point giant spiders hang from the ceiling, gently moving up and down. You can't kill them – so can you dodge past them?

As with the second level, there are power-ups for your vitality and objects to collect. One of these is a spanner you'll need later, the other is a gun. You'll need the gun for the end-of-level guardian, which will require some pretty fancy jumping and shooting to defeat.

The next level is really quite different. Your warrior is no longer running, but zooming along in underwater gear (or is it a spacesuit?). Suddenly *Shadow of the Beast* shifts tempo into a horizontally-scrolling shoot-em-up where you face more bat-like beasties but also lasers and missiles.

And this, dear friends, is as far as we are taking you. From here on in, you're on your own as you search out the Beast...

Graphically, the game is unusual in using the Amstrad's four-colour mode. This leaves the screens looking often dingy and empty, but pays off handsomely in terms of detail and animation. The above-ground sequences suffer from the attempt to shade the sky and foreground, but the rest look really excellent. A bold, but very wise, move by Gremlin.

Scrolling is a bit iffy here and there, but set against the general standard of the graphics, that's a small point. Collision detection is excellent, and you can judge positioning almost to the pixel – essential with some of the timing puzzles. Use a fairly heavy joystick, though, because the wrong move in the wrong place is frequently catastrophic.



• This weird beastie must be jumped over.

The soundtrack is quite listenable and atmospheric. You can actually play the game for hours without feeling the usual compulsion to turn the sound off! The effects are clear and effective – the ‘thwacks’ you get when you hit something help you time those fighting moves to perfection.

All this wouldn’t help much if the game itself wasn’t up to it. Fortunately, it is. *Shadow of the Beast* on the 16-bits was a graphical tour-de-force, but the gameplay was tough, shallow and incredibly frustrating. Well the good news is that the Amstrad version, thanks to Gremlin, has retained all of the virtues and none of the vices of the original. The graphics and soundtrack are great, but the game is much easier and much more playable. The whole package has been very well judged indeed.

There are really only two gripes. The first is fairly minor – there are several long stretches where either nothing much happens or you get



• You can't kill these spiders – dodge them instead.



• Just as well you found that gun, really!



• Another tricky timing puzzle – watch those lasers.

a whole barrage of enemies which can all be eliminated easily with the same series of moves. You can’t really relax, but there’s no challenge either. The second gripe is a biggie. Once you lose all your vitality you’re sent right back to the start. It doesn’t matter how far you’ve got into the game, there’s only one

restart point. Ouch! That means that even if you can do the first few levels with your eyes shut, you’ve still got to plod through them every time you want to take another shot at finishing the game. OK, so it makes the game last longer, and gives it an epic feel as you have to complete your adventure in one sitting – but that’s nothing compared to the frustration and tedium of having to start from scratch every single time you want to play the game.

Shadow of the Beast is a game we thought we’d never see on the Amstrad. A game with a reputation of being all graphics and no gameplay. Well Gremlin has retained its excellent graphics, by Amstrad standards, and tweaked the gameplay to the point where it really is a very good game in its own right.

However, it does herald a less welcome trend. £12.99 on tape, £15.99 on disk? This might be just because it’s such a big game (it takes up both sides of a 3-inch disk). Alternatively, it might be the shape (or price) of things to come. We shall have to wait and see.

Rod Lawton

PSYGNOSIS' MILESTONE

Psygnosis was the original publisher of *Shadow of the Beast*, a game which left punters gob-smacked with its sheer graphical excellence. That game alone, with its multi-level parallax scrolling, fantastic backgrounds, animation and sprites, must have sold more than a few Amigas and, arguably, set new standards for 16-bit graphics overnight.

Even the artwork was spectacular, commissioned – as with all Psygnosis stuff – from Roger Dean, famous sci-fi artist of the '70s and the man behind many a Yes album cover.

However, hype-hardened reviewers pointed to the fact that the gameplay really was rather tough, unoriginal and frustrating, and that a price of £35, even with ‘free’ T-shirt, was squeezing the last drop of loot out of Amiga owners stunned by the graphics. Nevertheless, *Shadow*’s reputation as a milestone in gaming lives on – as does that instantly-recognisable lizard-headed warrior – thanks to Gremlin.



• The original artwork was courtesy of Roger Dean, cult sci-fi and album illustrator of the '70s.

FIRST DAY TARGET SCORE

Finish the second level

The Verdict

GRAPHICS 90%

- Only four colours
- Excellent sprites and detail

SONICS 80%

- Good soundtrack
- Useful fx

GRAB FACTOR 83%

- Playable right from the start
- Doesn’t look its best until you get into it

STAYING POWER ... 85%

- Highly playable (and solvable)
- Incredibly frustrating restart point

AA RATING 84%

- Just a tad too patchy to be a Mastergame



ACTION TEST

WHEELS OF FIRE

Domark • £14.99 cass, £24.99 disk
joystick/keys

It'll drive you mad. Four compulsive driving games in one box. You'll be taking your life in your hands, so think once; think twice; think "how fast can I go around this corner?"



CHASE H.Q.

Chase HQ gives you a cop's uniform, a nagging companion called Nancy and a Porsche 928 sports. You must catch up with a notorious criminal in his sports car, dodging on the way legitimate road-users, barriers, road-forks and other hazards. Conveniently, the perpetrator has a light crew above his car.

Here follows a great cat-and-mouse chase, during which you must simply ram the enemy repeatedly...

Speed and graphics are astounding, with great colours and wonderfully smooth movement. Sprites are big and flicker-free and the sound-effects maintain this high standard. There is no tune, but the turbo noise is great, and there is decent speech as well.



• Chase HQ is fast, tough and looks brilliant.

POWER DRIFT

Power Drift is a different kettle of fish. You have a sort of dune buggy, capable of 244 km/h. That's over 150 mph in real money. You pick a driver from a mug-shot gallery, and off you go, racing eleven other bods. The buggies tear round small, twisty courses, bashing each other and vying for the lead. You must achieve at least third place to continue through to the next round. And there are 27 tracks waiting.

The sheer fun of the game, with its responsive play, is its greatest asset. It's fast, furious, frustrating and other things beginning with f. The buggy is very controllable, and you learn to drift the back out round corners, thus powering



• Powerdrift: great competitive fun.

Hard Drivin'

Hard Drivin' is also based on the TNT collection from Domark. And it's a race to revvel around a stunt circuit, trying to stay on the road and complete the stunts, and trying to avoid other road users lugging their shopping back from Waitrose.

The stunts are all seen in vector 3D, and the game has a instant Reply facility, whereby you can crash horrifically, and watch it all afterwards in slow motion from an outside view (presumably a hospital bed).

If you go round the course fast enough, you get to race the Phantom Photon. Despite his name, he's not a sub-atomic particle; he's a fast car who you'll have to beat around both the speed and the stunt circuits (you select



• Hard Drivin' lives up to its name.

which one you wish to drive on at a junction).

There is much fun to be had with *Hard Drivin'* but Domark is right; it certainly is hard. Controlling the vehicle is not easy, and though you have three lives, you'll curse and spit whenever you lose one.

Rudimentary sound, mono (but fast) vector graphics and difficult gameplay don't sound promising. But in fact *Hard Drivin'* is great.

TURBO OUTRUN

Turbo Outrun is alas the weakest of this bunch. You've a Ferrari F40, you've got your best girl by your side, and the open road ahead. That's about it, really. You're racing across the USA, trying to beat a mysterious grey Porsche 959, and the clock. Oh, and you have a number of turbo boosts to hurl you across the continent. You'll need them to overcome the barriers and boulders which block your path.

Graphics are clear, with a satisfying impression of blurred speed. However, control is sluggish, and the car lurches slowly from roadside to verge as you turn. To represent other road surfaces, the car sometimes becomes even more un-responsive.

There are no spot sounds. Instead, a tune plays continually



• Turbo Out Run's good, but not great.

- OK, but no replacement for the tyre-squealing, engine-revving sounds that should have been included. The result is a curiously soulless game, with many nice touches, but no great overall appeal.

SECOND OPINION

"OK, so *Turbo Out Run* isn't going to win any records, but even that's not bad. A driving fan's dream!"

RL

The Verdict

Chase HQ	AA54	90%
Turbo Out Run	AA52	64%
Power Drift	AA51	91%
Hard Drivin'	AA53	80%

AA RATING 84%

Overall, *Wheels of Fire* is a high quality compilation. *Turbo Outrun* is the worst game, but even that is OK. If you like driving games, and you don't have any of these, then buy this collection. It'll blow your wheels.

Clive Barker's NIGHTBREED

THE ACTION GAME

THE



TAKE CONTROL OF BOONE AS HE MAKES HIS WAY THROUGH THE DEPTHS AND CAVERNS OF NECROPOLIS TO

HAS

THE UNDERGROUND CITY OF MIDIAN WHERE DWELL THE NIGHTBREED, SUPERNATURAL CREATURES WHO HAVE SHIELDED THEMSELVES FROM



THE INHUMANITIES OF MAN. NOT ONLY MUST YOU CONFRONT AND DEFEAT THESE CREATURES BUT



AVAILABLE FOR COMMODORE SPECTRUM - AMSTRAD ATARI ST AND CBM AMIGA.



© 1989 MORGAN CREEK PRODUCTIONS. ALL RIGHTS RESERVED.
COPYRIGHT © CLIVE BARKER 1988.

ocean

NIGHTMARE

YOU MUST PIT YOURSELF AGAINST THE MURDEROUS REDNECK GANG FROM THE NEARBY ABOVE-GROUND CITY AND ULTIMATELY DEFEAT THE INSANE SERIAL KILLER KNOWN AS

"THE MASK"



BEGUN!

THIS ALL-ACTION ARCADE ADVENTURE ALLOWS YOU TO SHOOT, PUNCH AND JUMP AS YOU EXPLORE THE TERRIFYING UNDERGROUND ENVIRONMENT OF THE NIGHTBREED.

THEY'RE COMING SOON!!!

IVAN 'IRONMAN' STEWART'S

SNIDER OFF ROAD

GRAB
THE WHEEL,
AND HIT
THE NITROS!



"Highly recommended" - The One

"Simply the best - and will be for a long while yet."

94% overall - C&VG

"Best overhead racing game on the market and a must for all racing fans." 92% overall - Sinclair User Classic

"A great game full of road wrecking fun."

90% overall - A Crash Smash



GAMES

1990 Virgin Mastertronic Ltd.
Graffgold Ltd
Licensed from the Leland Corporation
Virgin Games is a trademark of Virgin
Mastertronic Ltd. Leland is a trademark
of the Leland Corporation



AMIGA



ATARI ST



IBM PC



C64



AMSTRAD



SPECTRUM



THE ARCADE
SMASH!

CONVERTED BY





TARGET RENEGADE

Hit Squad • £2.99 cass
joystick/keys

Revenge is sweet. Violence is golden. Pain is painful. You'll need to learn these three rules if you're gonna survive out on the mean streets of Scumville. *Target Renegade* makes no apologies about plonking you in this rather unpleasant town. And it's out and out warfare there. Your mission is to avenge the memory of your brother. He got severely stomped in the original *Renegade*, and now you're after Mr Big, who picked the fight in the first place.

The first of the five levels is set in a multi-storey car-park, where a motorcycle gang, who happen to be passing, try to beat you into your constituent molecules. You'll have to knock them off their Harleys, then fend them off with your punches, kicks and leaps. If you survive



● Three thugs have floored you. Get up sharpish!

for long enough, one of the enemy will attack you with a sledge-hammer. Kick his face in and nick the hammer. This gives you an undeniable advantage, despite the incredible thickness of the bikers' skulls.

If you make it to the lift, you can get to Level Two. This is quaintly named 'Seedy Street at Night'. There are several gaudily-dressed women around. What they want is anyone's guess. However, they seem to take an instant dislike to you, and frail and fragile fairer sex that they may be, they try and kick out your lungs.

So the violence continues. If you're still playing this far, you'll be better at it, and the folk you encounter will have their bones pulverised before they can say 'flick-knife'.

Level Three sees you in the Park. You might



● Ha! Got all three! I'm a real 'ard case, me!



● The biker's about to splat you into ketchup. Turn and kick 'im!

think that a park is a pleasant haven of peaceful gentility. Not in Scumsville. As you relax by the pond, watching the children playing in the sand-pit, you casually make the acquaintance of a large number of milling skinheads. They take umbrage at something you say or do, and subsequently attempt to damage your face and body severely. Where are those Turtles when you really need them?

Next, you shamble, bleeding and broken, into a Shopping Mall littered with Beastie Boys fans and their hungry Rottweilers. When they notice you they proceed to turn your head into etc... etc...

After this light relief you'll be exactly in the mood to confront Mr Big, King of the Scallywags, in his own bar. His bodyguards attempt to pull you... etc, and rip off your... etc, and... etc you with a machine gun. Do not try to reason with them.

Target Renegade appeared as a full-price game in AA35 and scored a Mastergame. It still looks great today. It's got bags of playability, and the graphics are fab, being big, clear and well animated. You have several violent moves available to dispatch your foes, and they all look good on screen.

Sound is fine too. A tune plays continually, rather like Beethoven's Ninth during the violent scenes in *A Clockwork Orange*. If you prefer, you can turn off the sound and just listen to

SECOND OPINION

"*Target Renegade* is a gratuitously violent game. Mindless thuggery is fun, though, and results in an extremely entertaining game, especially with two players."

AW

the beeps that accompany the thumping.

Perhaps one of the best features in *Target Renegade* is the option to have a friend or relative join you in the senseless wasting of human life. The two-player mode puts both you and said friend on screen at the same time. So you can work as a team, doubling your effectiveness. It is excellent fun as you both lay into an immobilised, unconscious skinhead. You're not likely to be doing something like that in real life, let's face it.

The game isn't easy, either. Against one, or possibly two adversaries you should be able to

come out on top. But when four or more pile on, one on a motorbike, you'll need luck and your wits. You'll also need a friend who's equally adept at using boots, fists and any large tools scrounged from nearby building sites.

A time limit keeps you moving through the levels. You must wipe out all the baddies on each level before you can proceed to the next. So whilst it is possible to evade the approaching squads of meatheads, it's not really in your best interests to do so.

Overall, *Target Renegade* has stood the test of time very well. It really is an excellent game. You will need to enjoy inflicting and receiving extreme physical trauma, though. It can get repetitive, but there are so many levels and characters that this isn't a major factor.

If you aren't put off, and ethics matter little, then this is the budget punch-em-up for you.

James 'Did you spill my pint?' Leach



● The geezer with the sledgehammer done me over!

FIRST DAY TARGET SCORE

Escape the multi-storey car park alive

The Verdict

GRAPHICS 72%

- Well-animated characters.
- Slick and very presentable.

SONICS 66%

- Slick and very presentable.
- FX not so hot.

GRAB FACTOR 87%

- Great fun and easy to get into.
- And even better with two players.

STAYING POWER ... 73%

- Five levels.
- But action is very similar in each.

AA RATING 76%

- Fun, playable and none too taxing on the old grey cells...



ACTION TEST

HARRICANA

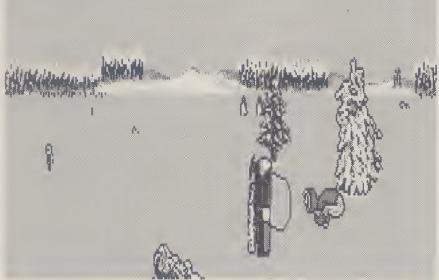
Loriciel • £9.99 cass, £14.99 disk joystick/keys

The sport of racing comes in many forms. Whether it's on foot, on horseback, or on a motor vehicle. People will take the chance to prove that they can run, ride or drive faster than everybody else. Even in Canada. (Er, pardon...? - ed.)

The problem with Canada is that it's a bloody cold country. Suggest a 26-mile jog though the sub-zero temperatures, and you'll be locked up as a loony. And since bareback Yak racing hasn't yet caught on, some sort of motor-sport is the only choice left.

Cars would be a silly idea. For one thing, as well as 'dry' tyres and 'wet' tyres you'd have to

000 Km/h position : 20 V.05



• Damn, damn, and double damn!

have 'snow' tyres too. You'd probably need gallons of antifreeze as well.

So what they do in such snowy regions is race snowmobiles. These are far more suited to such colder climes, using skis and caterpillar tracks to keep a grip on the slippery surfaces, rather than four wheels which slide all over the place.

Harricana takes place in the frozen wastes of Canada. Twenty competitors battle it out in a race where man and machine are one, and need to work in perfect harmony to survive the gruelling journey.

SECOND OPINION

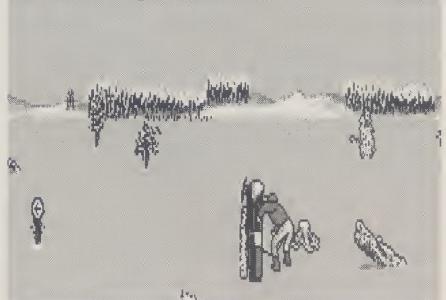
"It's quite simple to look at, without much variety in the gameplay, but I loved it. It's atmospheric, humorous and very playable. The control is rather frustrating now and then, but overall, a great little game."

RL

The race is split into several stages. There are twelve in all, and in each the last competitor to complete the course is disqualified. Out of the twenty who start out, only nine will survive to attempt to win the final leg of the race.

There are two choices when it comes to the challenge. You can either keep to the course, or you could opt for the cross-country route. The latter option is unusual to say the least, as most racing games refuse to let you stray too far from the

000 Km/h position : 03 W.03



• There's no time to lose! Get back in and get going.

road. With Harricana, though, off-road racing is no problem - except that the terrain is filled with trees, fallen logs, and all manner of debris.

Your buggy is much faster than those of any of the competitors. You can burn them off no problem from the very start, the problem lies in keeping on course. The computer-controlled contestants can do this effortlessly, but it's not so easy for the human player, who doesn't know the lay of the land quite so well. The course markers are tiny. It's just far too easy to drift off course into the countryside and get lost before you know it.

The other danger is crashing. This is something that the automatic competitors never do. It's a pity that the same cannot be said of their human counterpart. The most annoying part is that when you do crash, you have to reverse slowly away from the obstacle, and turn before

MOON BLASTER

Loriciel • £9.99 cass, £14.99 disk • joystick/keys

Life in the Three Moons galactic system gets pretty boring. There is just nothing for the young folk to do. So, to combat this apathy, and to keep them out of trouble, the Queen has decreed that every year there is to be a competition.

Called the Olympic Crater Games, there are only ever two teams competing. One team is the Cyruls. These are unpleasant, drooling, malevolent beings who will stop at nothing to win.



The other team is you. On your own.

Over the years, the Games have assumed greater and greater importance. Nowadays, they're used to decide the allocation of the entire next year's planetary revenue. The Cyruls won last year, and they plundered the wealth of the Three Moons system to an embarrassing degree - greedy amphibians. So the royal pressure is really on for you to win this year.

You are wheeled out to a crater in the middle of nowhere, and left there. You are in a small skimming spacecraft type thing, armed only with a laser blaster. The Cyruls outnumber you by dozens to one. Their task is to manoeuvre round you, trying to collide with your little craft. You must use your speed, steering and laser to avoid these reprehensible reptiles. A radar screen on your instrument panel indicates the positions of all the alien weirdos surrounding you. Other readouts tell you your speed and the state of your shields.

You are attacked by waves of craft. If you destroy or avoid them all, you get a chance to pick up bonus points. There's a brief respite (about 1.7 seconds), then the next slimy lot attack. Each wave has a different attack craft, and each craft is better than the previous one. You usually end up reversing as fast as you can, and spraying the enemy as they try to

keep up. Every so often you collect a useful weapon such as a faster laser, or a bomb. This evens things up for a while.

The Games take place on all three moons. There's the Desert Moon, the Forest Moon and the Icy Moon. Coincidentally, each has a crater which lends itself admirably to this sport. The progression of aliens on each moon is different, and skill level varies between moons too.

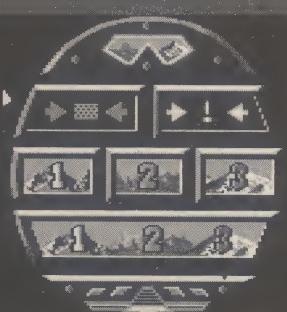
SECOND OPINION

"About as much fun as it's possible to have watching variously-coloured polygons whacking around in a playing area the size of a letterbox. Which is to say, not much. Mindless blasting which goes on and on and on, with no variety. I didn't like it."

RL

Kill all the squadrons of horrid nasties and an exit appears somewhere in the crater. Head out, unclench your fingers from the joystick, and move on to the next moon. Phew!

The game has been designed along the same lines as Sherman M4 (reviewed on page 66). It uses a similar 3D technique, but, happily, is much, much faster. You whizz across the crater at breakneck speed, and the nauseating alien craft ricochet around like shrapnel. They don't fire lasers; they simply try to hit



• The spooky space-age main menu.



become rather frustrated by the whole thing.
Adam Waring

FIRST DAY TARGET SCORE

Win your first race

The Verdict**GRAPHICS** 87%

- Crisp, clear graphics.
- Nice animation.

SONICS 55%

- Nice title music.
- Effects limited to engine noises.

GRAB FACTOR 70%

- Easy controls and breath-taking speed.
- Too hard to stay on course.

STAYING POWER ... 77%

- There are a lot of stages to race...
- ...if you're patient enough to master the game.

AA RATING 73%

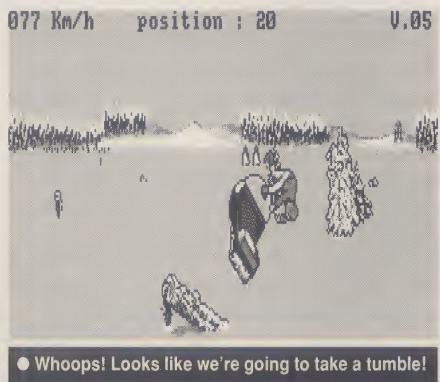
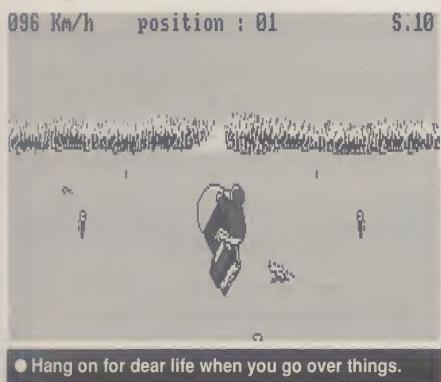
- Potentially excellent game spoiled by playability quirks.

continuing. This is a slow process, and seems to take an eternity. Of course, while you're performing this delicate manoeuvre, all the other vehicles have overtaken you and are well away.

In real life, a 60mph smash into a stationary tree would probably result in hospital, so it could be said that the slow recovery is getting off lightly. However, it does break up the action in what is otherwise a fast and extremely playable game.

The graphics are drawn in the Amstrad's four-colour mode. The definition is very high and there's a very atmospheric feel throughout the game. There are many humourous touches, too. The other competitors wear a variety of headgear, for example, while the crash sequences are wonderfully animated. A lot of work has gone into polishing this game.

Technically, Harricana is a fine game. The



scrolling and speed are excellent, better than most racing games of this type. The problems of not being able to compete properly and fairly against the computer spoils it, though.

Time should teach you to master the controls. And if you can gain the ability to judge the twists and turns of the course with split second accuracy, then Harricana could prove to be quite a game. If not, then you'll soon

you.

The graphics are fast. They work well, are solid, and move as smoothly as anything that quick can. Some of the later Cyrul craft are quite detailed, but still update rapidly. Your joystick skills will certainly be tested (almost to destruction), and your nerves will soon be shredded.

The sound is continuous. There is a variable engine note which serves to inform you of your speed, plus laser noises and explo-

sion effects as the Cyruls cop it from blasts of your gun, or slam into you. Cool, space-aged tunes play during the high score table and at the intro screen. Both these screens can be called up from the main menu.

If you can't progress to the second or third moon during the Games, you can try them out using a training mode which dumps you on the rocky satellite of your choice. Useful for seeing what you'll face later (assuming you survive that long).

Moon Blaster, for all its polished speed, feels curiously out-of-date. It seems quite a while since a game required you to move around, unthinkingly blasting at noxious aliens, trying to kill as many as possible. It's basically a speeded-up *Battlezone*.

Your reactions will be honed, your trigger finger strained, and your brain unused. If



that is what you want from a game, then hot-foot it out to the crater, and start killing.

James 'Ganymede' Leach



FIRST DAY TARGET SCORE

Survive two squadrons on moon one

The Verdict**GRAPHICS** 75%

- Big, fast, colourful 3D.

SONICS 72%

- Fills the air with lasers and explosions.

GRAB FACTOR 70%

- Difficult. You'll need practice.

STAYING POWER ... 61%

- Lots of blasting. Not much variety.

AA RATING 68%

- Pure arcade action.
- Not for thinkers.



ACTION TEST

MOTORCYCLE 500

Cult • £2.99 cass
keys only

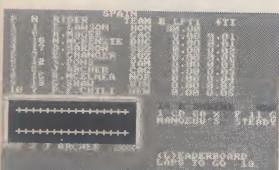
Yes, it's text-only manager time again! If you're fed up with soccer teams, cricket clubs or boxers why not try and run two motorcycles at once? *Motorcycle 500* gives you this chance.

You must select a sponsor team, a type of motorcycle (such as Kawasaki, Yamaha or Suzuki) and a couple of riders. As with many management games, the details are as (or

were at time of writing) very accurate. All the famous riders are featured as well as the bikes and sponsors (usually fag-makers like Marlboro). You can select Randy Mamola, Eddie Lawson or even Barry 'bionic' Sheene.

Your lads' skill ratings are displayed, as well as the condition of the two bikes. You have a certain amount of dosh to spend on the bikes, race fees and so on, so must balance the budget until you have reached an acceptable level of proficiency without going too far into the red. The bank is very strict about this.

Next you enter a race. You can choose to enter both your riders, or just one riding a far



• Watch the bikes race past.

superior bike, with all your dough spent on it alone. Obviously each option has its merits. Watch the weather; it affects the choice of tyres. So, fill up with four-star (unleaded, of course), and go racing!

The race is over 20 laps. You get an update each lap, with details of crashes, overtakings and mechanical troubles. This is quite exciting, especially if the weather changes and people start tumbling all over the track.

SECOND OPINION

"Better than most management sims because you actually get to see the bikes going past. Other than that, there's not much to stir the blood." RL

Unfortunately, *Motorcycle 500* is too slow. Huge amounts of time pass with only the word 'Interlude' on the screen to keep you company. The races take an age, and you are almost powerless to change the linear format of the game. You just set up the bikes, wait for eons, race, wait for eons, and set up the bikes again afterwards. It tends to spoil the excitement.

There is no sound but there are very rudimentary graphics when the races are on. Unfortunately this isn't enough. The game is too pedestrian; there really aren't enough options and factors to make it interesting.

James '2-stroke' Leach

SOCcer DIREC- TOR

GTi Software • £2.99 cass
keys only

Money! That's the only thing that matters! Money and, perhaps, football. Football's quite important too. Just imagine how nice it would be if you could make money from football. Ideal!

SECOND OPINION

"Yuk... another text-only soccer management sim. The thing is, you're even further removed from the game itself as you're cast in the role of a wheeler-dealer director out to make a fast buck. Dull or what?" RL

Soccer Directors must think they've died and gone to heaven. Lots of football, lots of money, lots of gold jewellery and poisonous cigars, big cars and swimming pools. On second thoughts, you can keep it.

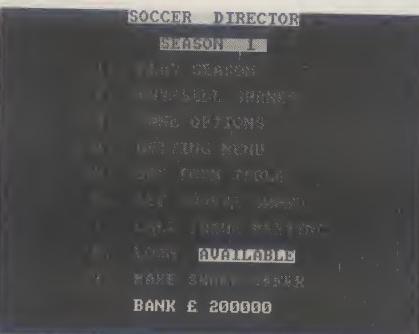
This game puts you in the position of being able to buy shares illegally in Britain's top clubs. The aim is to own 50% or more shares in all the First Division clubs, thus making you King of Football, and immensely wealthy. The shares are so expensive that you'll need to wait for your dividends to start coming in

before you can buy many. This is the problem. The money slowly rolls in from your investments; it's quickly spent, rolls in again lethargically, and the cycle repeats.

Other factors have a marginal effect on this tedious process. The performance of the team, or whether a riot or (God forbid) tax evasion occurs, all take their toll on your accumulating dosh. You can also affect the teams by calling a shareholders' meeting. If you have enough weight, you'll get the manager sacked, the ground improved and so on. If you set up a particular team just right, you can bet on them in the League or FA Cup. It's another way of raking in moolah.

Sadly, nothing you do seems to make much difference to the game. The money still comes in, and eventually you'll have enough to buy all the clubs. You might as well go and make a pot of tea and come back to the game every half an hour to check on its progress.

No graphics, no interesting typeface, no sound. At least there are a couple of colour



• All the delights of crooked share dealing await...

FIRST DAY TARGET SCORE

Race a whole season

The Verdict

GRAPHICS 38%

- Small window with smaller motorcycles whizzing past.
- But many management games don't even go this far.

SONICS 00%

- Akin to wearing incredibly effective ear-muffs

GRAB FACTOR 37%

- It could be a nice idea...

STAYING POWER ... 32%

- But it's far too slow and lacks immediacy. One to play during long months in hospital with both your legs broken.

AA RATING 36%

- Treat this the same way Barry Sheene treats electro-magnets.

changes. But this isn't enough to make the game playable, even by the most enthusiastic management-sim fan. It's even worse than watching Luton at home.

James 'Swindon Town fan' Leach

FIRST DAY TARGET SCORE

Drink four cups of tea and eat seven Custard Creams whilst it's running

The Verdict

GRAPHICS 05%

- Some of the words are different colours.

SONICS 00%

- No sounds at all. (You could crunch the biscuits loudly).

GRAB FACTOR 36%

- It certainly is a novel idea.

STAYING POWER ... 27%

- Sheer dogged persistence might keep you at it.

AA RATING 32%

- It's definitely original, but sadly isn't very playable.

ONLY POOLS AND HORSES

FOOTBALL BOXFORM £15.95 cass £17.95 disk

Not a gimmicky plaything but a genuine statistical analysis of football form the sole objective of which is to improve the chances of winning on the pools or fixed odds. Written by a pools expert the program has forecast over 50% more draws than would be expected by chance. Homes, aways & draws are shown in order of merit and true odds given for every match. Merit tables show at a glance the teams currently in form and those having a lean spell. Separate AUSTRALIAN POOLS program included in the price.

POOLS PLANNER £15.95 cass £17.95 disk

The perm book on a computer. Gives details of and checks 369 easy to enter block perms ranging from 9 to 73960 lines and from 12 to 56 selections.

RACING BOXFORM & HANDICAP WINNER £15.95 cass £17.95 disk

Two programs for the price of one. BOXFORM weighs up a race by considering the many facets of form. Easily amended to suit the user's ideas. HANDICAP WINNER shows the value for money bets. Over 1000 winners every year and ON DERBY DAY 1990 THE PROGRAM GAVE THE WINNERS OF 7 OUT OF 9 HANDICAPS. 20/1 10/1 7/1 11/2 4/1 4/1 6/4. PROBABLY THE BEST DAY'S RESULTS EVER ACHIEVED, WITH OR WITHOUT A COMPUTER.

SPECIAL OFFERS: Any 2 of the above £25.95 or £35.90 for all 3 (+£5 for discs in either case). Both offers include FREE program to work out almost any bet. So good it's used by bookies.

Why pay inflated prices? BOXXOFF CLEVER get the BEST.

Advertised for five years in the sporting and computer press

Send S.A.E. for further details.

BOXXOFF (A/A), 65 Allans Meadow

Neston, South Wirral. L64 9SQ

Cheque/P.O./Access/Visa TEL: 051 - 336 - 2668 (24 hrs)



MICROGENIC SYSTEMS

At Last The Home Computer Enthusiast Can Have Professional High Quality Accessories For All CPC Computers

Our programmer is not fussy about which brand of EPROMS you buy, it programs them all! Easy to use menu driven software which is supplied on ROM, the ZIF socket and many other special features and you have a professional unit. FOR ONLY £69.95

Our successful 8 socket ROM board also has a host of features and uses on board switches to provide the following benefits:

- Easy bank switching 0-7 to 8-15 • Fast ROM selection • Convenient board enable/disable • Useful computer hardware reset

This no-compromise ROM board ONLY COSTS £34.95

Both products use the latest technology high quality components and can be left safely and permanently connected to your CPC, using their built in flow-through connector. Additional items to complement your computer system:

EPROM ERASER £22.50 WITH TIMER £27.50
EPROMS 27C64 £5.95 27C128 £6.95
EPROM ANTI STATIC BOX £2.50

P&P UK FREE, EUROPE £1, ANYWHERE ELSE £2. CHEQUES AND POSTAL ORDERS MADE PAYABLE TO:

MICROGENIC SYSTEMS Unit 15, The Brampton Centre,

Wath-upon-Dearne, Rotherham S63 6BB. Tel: 0709 876743

COMPUTER SERVICES

(0258) 480660

All prices include delivery - just add VAT at 15%. Cheque with order or phone our credit card hotline before 3pm for same day despatch



Dept. AA, Unit 13C, Sunrise Business Park, Blandford Forum, Dorset DT11 7TE

DISKS

Per 10

3" CF2 Maxell	18.90
3.5" Unbranded DSDD	8.20
5.25" Unbranded DSDD	4.80

NEXT DAY DELIVERY (U.K. MAINLAND)

RIBBONS GALORE

We have ribbons for 1000s of printers - if yours isn't listed, give us a call!

£ per ribbon

1	2+	5+
---	----	----

Amstrad DMP2000/3000 F	3.34	3.17	3.01
------------------------	------	------	------

Amstrad DMP4000 F	4.70	4.47	4.23
-------------------	------	------	------

Amstrad 8256/8512 F	3.44	3.27	3.10
---------------------	------	------	------

Amstrad 8256/8512 MS	3.44	3.27	3.10
----------------------	------	------	------

Amstrad 9512 F	3.44	3.27	3.10
----------------	------	------	------

Amstrad 9512 MS	2.95	2.80	2.66
-----------------	------	------	------

Amstrad LC5000 F	5.28	5.02	4.75
------------------	------	------	------

Brother M1009/1224 F	3.47	3.30	3.12
----------------------	------	------	------

Brother M1509/1709 F	4.95	4.70	4.46
----------------------	------	------	------

Brother M1724 F	7.30	6.94	6.57
-----------------	------	------	------

Canon 1156A F	3.73	3.54	3.36
---------------	------	------	------

Citizen 120D F	3.44	3.27	3.10
----------------	------	------	------

Citizen Swift 24 F	3.44	3.27	3.10
--------------------	------	------	------

Commodore MPS801 F	3.34	3.17	3.01
--------------------	------	------	------

Commodore MPS1230 F	3.43	3.26	3.09
---------------------	------	------	------

Epson MX/RX/FX100 F	3.95	3.75	3.56
---------------------	------	------	------

Epson LX80/86 F	2.47	2.35	2.20
-----------------	------	------	------

Epson FX/MX/RX80 F	3.44	3.27	3.10
--------------------	------	------	------

Epson LQ800 F	3.64	3.46	3.28
---------------	------	------	------

Epson LQ2500 F	4.73	4.49	4.26
----------------	------	------	------

Epson LQ2550 F	5.30	5.04	4.77
----------------	------	------	------

H.Packard D/Jet Cart. F	15.90	15.11	14.31
-------------------------	-------	-------	-------

NEC P2200 F	4.95	4.70	4.46
-------------	------	------	------

NEC P6+/P7+ F	5.34	5.07	4.81
---------------	------	------	------

OKI 390/391 F	4.60	4.37	4.14
---------------	------	------	------

OKI 393 F	9.50	9.03	8.55
-----------	------	------	------

Olivetti DM100/200 F	3.43	3.26	3.09
----------------------	------	------	------

Panasonic KXP1080-83 F	4.00	3.80	3.60
------------------------	------	------	------

1090-92, 1124, 1180-90 F	6.90	6.56	6.21
--------------------------	------	------	------

Panasonic KXP1524-40 F	3.44
------------------------	------

Seikosha SP1200 F	3.44	3.27	3.10
-------------------	------	------	------

Star LC10 F	3.44	3.08	2.92
-------------	------	------	------

Star LC10 4 Col F	6.86	6.52	6.17
-------------------	------	------	------

Star LC24-10 F	3.50	3.33	3.15
----------------	------	------	------

Star ND/NR/NX15 F	5.71	5.42	5.14
-------------------	------	------	------

Star NL10 F	5.11	4.85	4.60
-------------	------	------	------

SAVE THOSE RIBBONS!

RE-INK your own black fabric ribbons the new 'zone-friendly' way. One can of 're-ink' will save you £££s 11.26

CONTINUOUS PAPER

Top quality tractor fed, fanfold

per box	1	2
---------	---	---

11x9.5	£	£
--------	---	---

60gsm (M)	2,000	16.38	14.88
-----------	-------	-------	-------

70gsm (M)	2,000	17.65	16.15
-----------	-------	-------	-------

80gsm (M)	2,000	19.30	17.80
-----------	-------	-------	-------

90gsm (M)	1,000	13.72	12.22
-----------	-------	-------	-------

2 Part NCR	1,000	21.14	19.64
------------	-------	-------	-------

COMPUTER LABELS

Avery brand - the best! Tractor fed, fanfold.

1, 2 or 3 across - please specify

1000	5000
------	------

£	£
---	---

2 3/4 x 15/16	4.25	15.20
---------------	------	-------

2 3/4 x 17/16	5.13	18.94
---------------	------	-------

3 1/2 x 15/16	4.55	16.30
---------------	------	-------

3 1/2 x 17/16	5.64	22.79
---------------	------	-------

3 1/2 x 15/16	8.18	29.99
---------------	------	-------

4 x 15/16	5.34	17.44
-----------	------	-------

4 x 17/16	6.39	22.50
-----------	------	-------

4 x 15/16	8.19	30.27
-----------	------	-------

Many other labels available including Disk & Laser Labels

The ROMBO ROM box can also be supplied at an additional cost of just £20 if one or more program is being purchased. We are unable to supply the ROMBO separately.

Please note that if Maxam 1.5 and Protectext are purchased then Maxam is not needed.

Number of ROMs	price without Rombo	price with Rombo
1	£25	£45
2	£40	£60
3	£60	£80
4	£75	£95
5	£90	£110
6	£100	£120

Name

Address

.....

Postcode.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

ORDER FORM - Send to: Arnor (AA), 611 Lincoln Road, Peterborough, PE1 3HA

Please send me (indicate where applicable):

ROMBO

PROSPELL

UTOPIA

MAXAM 1.5

PROTEXT

PROMERGE +

MAXAM

BCPL

I enclose Cheque / Postal order for £ _____ or debit my

Access/Visa card no. _____ Exp. / _____

Releasing your micro's potential...

Arnor (AA), 611 Lincoln Road, Peterborough, PE1 3HA. Tel: 0733 68909 (24hr) Fax: 0733 67299

All prices include VAT, postage and packing. Credit card orders will be despatched by return of post. If paying by cheque please allow 10-14 days for delivery.





ACTION TEST

PLATINUM

US Gold • £9.99 cass, £14.99 disk
joystick/keys

BLACK TIGER

Uh oh! This looks suspiciously like Speccy-port time. *Black Tiger* is a platform beat-em-up, pitting you against all sorts of unpleasant characters. It transpires that three evil dragons have brought a nightmare of destruction to a peaceful kingdom. Sounds quite good fun, actually. Anyway, you, as *Black Tiger*, have decided to stop these boorish reptiles from having their fun. You must travel through many stages and across many platforms until you confront them. And you're armed with a mace and lots of throwing knives to do it with.



● Leap from level to level, following the arrows.

There are lesser dragons, skeletons, blockheads and a man-eating plant called Audrey all trying to kill you. Luckily there are also Old Men who you liberate from the clutches of the dragons. They, in their gratitude, give you better weapons and armour.

Unfortunately, *Black Tiger* looks confusing, appears in only one colour and sounds uninteresting. Character control is not good, and the whole game is unsatisfying. It's not a tiger, it's a bit of a dog, actually.

LED STORM

Oh, the smell of the open road! (eh? - ed). *LED Storm* lets you star in your very own road-

movie. You must drive as quickly as possible along a top-to-bottom scrolling screen, whilst avoiding all other road users. Your vehicle isn't armed, but you do have the ability to jump over (and on to) your opponents. If you land on them, they blow up and you accrue points.

Other objects in the road include tins of fuel, oil and other useful automotive products. Occasionally, the road forks, and you have to make a decision as to where to head next. You have an on-board computer which you may consult, but Mac (as he likes to be known) won't offer too much constructive advice. Your aim is to reach various cities. After each city, you drive off along a different coloured road.

Graphics and sound are not impressive; once more, they're looking old. Sadly, there also isn't that much to do in the game. The driving sequences do get monotonous, and the lack of offensive weapons is a frustration.

FORGOTTEN WORLDS

Eurgghh! Lizards have taken over! Get them off me!

Yes, you, Mr Ultracool, must save the world from these repulsive reptiles. You have a jetpack and a rather weedy laser, and the lizards are just asking to be blown away. You gently scroll from right to left, blasting the geeks as you go. Get far enough and a small newsagent appears. Take a break, go inside and stock up on extra lives, weaponry, cigarettes and confectionery (well weapons and lives, certainly). You'll also find information on how to kill each end-of-level god in the papers you can also purchase in the shop.

Graphics are great. The sprites are fast, even if they are small. The sound is also good. It fills the air with shooting sounds; what more do you need? It's a wonderful shoot-em-up.

James 'forgotten ninja ghost' Leach

STRIDER

Strider (you) has one out-of-date theme! He must infiltrate the Russian Army and return to the West with all their nasty, sordid secrets. The KGB will, of course, fight you every inch of the way. If you get past them, you'll battle your way through to the icy Siberian wastes, then to the Soviet jungles (?), and then back to Moscow. There, you'll be met by the Grand Master of the Supreme Command of the Upper Echelons of the Red Army. Bash his head in, and nip back to warmth and civilisation.

Whatever happened



● A large, posturing Russian attacks.

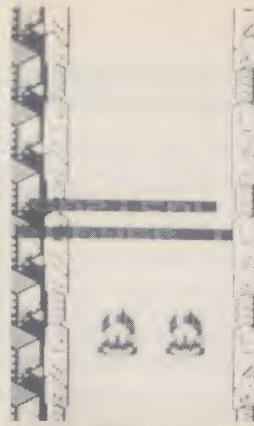
to glasnost and perestroika?

The game is easy enough to start with. You find yourself with superhuman acrobatic powers, so can out-run, out-jump and out-shoot anybody foolish enough to try and hinder your progress. But as you get further, things change. There's a large ring-worm which will

cause many a tear-stained face as it repeatedly ends your game prematurely.

However, if you persevere, you'll realise that by skilful fighting, and judicious running away, you can get past everything.

The graphics and sound are great. Interesting colours, big sprites and fine music all make *Strider* a Rave.



● Whizz past slow-coaches.

GHOULS AND GHOSTS

Arthur is back. He starred in US Gold's *Ghosts 'n' Goblins*, and he starred in *Ghouls and Ghosts*, which has surfaced here once more. This time Old Artie must negotiate a horizontally-scrolling landscape which continually disgorges rather unpleasant dead folk. Other hazards include vultures which swoop down and attack you, strange plants which spit and guillotines which, er, chop.

There are five levels to overcome. You must make your precarious way to a forbidding castle. Once you get there, you'll need to do a lot of ladder-climbing, pit-jumping and baddie-killing. There are many items of weaponry for you to collect, and many points to accrue.

Graphics are good, but are starting to look little dated now. The sprites do move nicely, though. The sound effects, too, are starting to show their age. Spot effects are OK however, and some nice tunes are played as well.

Overall, it wasn't particularly brilliant when it first came out. And it doesn't look any better now. Especially on the AA office's 6128 Plus, where we couldn't get the keyboard to respond once the game had loaded. Some compatibility glitch, perhaps?



● Leap from level to level, following the arrows.

The Verdict

Ghouls 'n' Ghosts	AA52	49%
Strider	AA49	80%
Forgotten Worlds	AA46	80%
Black Tiger	Not reviewed	42%
LED Storm	Not reviewed	45%

AA RATING 72%

□ All a bit patchy, really. *Ghouls 'n' Ghosts*, *Strider* and *Forgotten Worlds* are all worth a go, but the other two less so.

SPRITES ALIVE

THE ULTIMATE GAMES DESIGNING SYSTEM



THE IDEAL CHRISTMAS GIFT FOR ALL ASPIRING GAMES CREATORS.

Want to write professional looking, fast action games?

Finding machine code too complex and time consuming?

Look no further!



Sprites Alive has been created to enable you to write your own potential master game.

With all of the difficult machine code routines already written for you, all you need is some basic programming knowledge and you can let your imagination run wild!!

Sprites Alive is available in two formats.

BASIC. This version adds an extra 70 commands which can be used within your BASIC programs. The Sprites designer software is also included in this package.

COMPILER. This version contains all the features of the above package, but also includes the Sprites Compiler program. The compiler will allow your programs to run up to 16 times faster than normal. The BASIC version of Sprites Alive is also included with the compiler package.

BOTH PROGRAMS HAVE THE FOLLOWING FEATURES

- Uses simple BASIC commands
 - Works in mode 0 or mode 1
 - Smooth pixel by pixel movement
 - True collision detection
 - Comprehensive 75 page manual
 - Sprite sizes up to 32x32
 - 23k program space available
 - No machine code required
- Joystick/Keyboard control
 - Automatic missile commands
 - Automatic direction animation
 - Automatic maze modes
 - 64 super smooth sprites
 - Excellent drawing designer
 - 70 commands added to BASIC
 - 6 BASIC demo programs

COMPILER FEATURES

- Up to 16 times faster than BASIC
- Up to 10 times faster than Pandora
- 2 additional compiler demos

If you can program in BASIC you can use Sprites Alive

BASIC VERSION.....WAS £22.95.....SPECIAL OFFER.....£18.95

COMPILER VERSION.....WAS £29.95.....SPECIAL OFFER.....£22.95

COMPILER DEMONSTRATION GAME DISK4 GAMES.....£2.99

UPGRADE FROM BASIC VERSION TO COMPILER VERSION.....£4.50

(return system disc with cheque)

Suitable for CPC6128 or CPC464 with 64k Memory Expansion

Supplied on disc only

* This demonstration disc shows some of the vast capabilities of the Sprites Alive Compiler. Includes 'Space Froggy' by Gary Scott - (outstanding arcade type action game) We are so confident you will be amazed at the capabilities of Sprites Alive, we are now offering a 28 day money back guarantee period on all Sprites Alive packages purchased directly from Glenco Software.

Please make cheques/postal orders payable to Glenco Software

**GLESCO SOFTWARE, DEPT AA,
15 ALFORD LANE, WHITEHOUSE FARM,
STOCKTON ON TEES, CLEVELAND TS19 0QP
TELEPHONE: (0642) 606358**



*"As expected,
a brilliant game..."*

Trevor Brooking

CHALLENGE

7 Genuine AMSOFT CF2

3" Blank Disks

Including

50 Games

for CPC 6128 or
CPC464+DD1

**NEVER BEFORE
available on disk**

Each disk in this box of seven has one blank side for your own use. The other is stuffed with great games for your CPC 6128, previously only available on tape. (These disks were produced for Amstrad to be bundled with the CPC 6128. But due to a cancelled order we can now make this exclusive offer. Why not order more than one box? Can you buy cheaper blanks??

Only £14.99
+ £2 Carriage & Ins

SENSATIONAL SOFTWARE SPECIALS

Tape Disk

Afterburner	£3.99
Galaxy Force	£2.99
Pacland	£2.99
Football Manager II	£4.99
Power Drift	£4.99

*** Space Ace Compilation *** £4.99

* Venom Strikes Back * Xevious * Cybernoid *

* Northstar * Zynaps * Trantor * Exolon *

Minimum order 2 items

Carriage 95p per order

ALL MAIL ORDER to :-

BARCLAYCARD

Access



Software Superstores

7A Oldham St.
Hanley,
STOKE -ON-TRENT.
ST1 3EY.

ORDER HOTLINE :- 0782-204639

Many other Amstrad bargains in store at

Software Superstores in:-

SHEFFIELD	6 Waingate	0742-721906
STOCKPORT	6 Mealhouse Brow	061-480-2693
ST HELENS	27 Baldwin Street	0744-27941
HANLEY	Market Square Arcade	0782-268620

K & M COMPUTERS

★ ★ FAST ★ ★ FRIENDLY SERVICE ★ ★

ADVENTURE CASS DISC

Gnome Ranger.....	£9.90	
Tolkien Trilogy	£9.90	£13.90
Mindfighter	---	£5.90
Lancelot	---	£14.90
Gnome 2 Ingrids Back	---	£14.90

COMPILATIONS

Cocco Collection	£9.90	£13.90
Heroes.....	£11.75	£14.90
100% Dynamite	£11.75	
The Biz	£11.75	
Megamix.....	£11.75	
Edition 1	£9.90	£17.75
In Crowd	£11.75	
Mindstretchers.....	£13.90	£13.90
Platinum	£11.75	£14.90
T.N.T.	£11.75	£17.75

STRATEGY / SIMULATION

Lords of Chaos	£7.75	£11.75
Battle of the Bulge.....	£8.75	£11.75
Oriental Games	£9.90	£14.90
Int. 3D Tennis	£7.75	£11.75
Pro. Tennis Tour	£7.75	£13.90
Dragons of Flame.....	£8.75	£13.90
Bloodwych.....	£7.75	£11.75
Sim City	£8.75	£12.90
Pirates (6128)	---	£14.90
Gunship	£11.75	£14.90
Manchester United	£7.75	£11.75
Kick Off 2.....	£7.75	£11.75
Gazza Soccer.....	£7.75	£11.75
Jack Nicklaus Golf (6128)	---	£13.90
Ancient Battles	£11.75	£11.75
Carrier Command (6128)	---	£14.90

EDUCATIONAL

Answer Back Junior	£7.95	£11.95
Fun School 3 (U5, 5-7, 7+)	£9.99	£12.99
Fun School 2 (U6, 6-8, 8+)	£7.99	£9.99
Dragon World (6128)	---	£20.95
Granny's Garden (6128)	---	£16.95
Three Bears (6128)	---	£13.90
Physics GCSE	£11.75	£14.95
Chemistry GCSE	£11.75	£14.95
Biology 1	£8.50	£12.95
Physics 1	£8.50	£12.95
Chemistry 1	£8.50	£12.95
Magic Maths (4-8)	£8.50	£12.95
Maths Mania (8-12)	£8.50	£12.95
Maxi Maths (Geometry 12+)	£8.50	£12.95
Better Maths (12-16)	£8.50	£12.95
Fun School 3 (U5, 5-7, 7+)	£9.90	£12.90
Iankey Typing Tutor (6128)	---	£19.90

ARCADE CASS DISC

Snowstrike.....	£8.75	£11.75
Stormlord 2.....	£8.75	£11.75
Klax	£7.75	£11.75
Vendetta	£7.75	£11.75
Batman the Movie	£7.75	£11.75
Outrun	£3.90	
Turrican	£7.75	£11.75
Dr. Dooms Revenge	£7.75	£11.75
X-Out	£7.75	£11.75
Hostages	£7.75	£11.75
Barbarian 2	£3.90	
New York Warriors	£7.75	£11.75
Skate Wars	---	£11.75
Rainbow Island	£7.75	£11.75
Back to Future 2	£8.75	£11.75
Rick Dangerous 2	£7.75	£11.75
Puffy's Saga	£7.75	£11.75
Castle Master	£7.75	£11.75
Time Machine	£7.75	£11.75
Stunt Car Racer	£7.75	£11.75
Esc. Robot Monsters	£7.75	£11.75
Dragon Ninja	£7.75	£11.75
Elite	£3.90	

COMING SOON

The following games were not released at 18.10.90 but are due soon. Please phone for availability and other new releases.

Midnight Resist	£7.75	£11.75
Total Recall	---	PHONE
Iron Lord	---	£14.90
Hollywood Coll	---	PHONE
Sly Spy	£7.75	£11.75
Night Breed	PHONE	£11.75
Satan	£7.75	£11.75
Golden Axe	£7.75	£11.75
Twin World	£7.75	£11.75
Monty Python	£7.75	£11.75
Wheels of Fire	---	PHONE
Ninja Turtles	---	PHONE
Robocop 2	8.75	12.75

BUDGET CASS. £2.50 EACH

Arkanoid	3D Pinball
Winter Games	Army Moves
Quattro Superhits	Sidearms
Rastan	T-Bird
Salamander	Predator
Live & Let Die	Rygar
Buggy Boy	Matchpoint
Target Renegade	Cobra
Tr. Island Dizzy	Avenger
Supertrux	Fast Food
Quattro Adventure	R-Type
Question of Sport	1943

AMSTRAD GX4000 CONSOLE

£97.00

NOW IN STOCK
PHONE FOR LATEST
CARTRIDGES

KDS Electronics Special Offers

Rombox	£25.95
8 Bit Printer Port	£19.95
Serial Interface	£45.95
Ramdos (Disc)	£24.95
Romdos (Eprom)	£28.95

Mini Office 2
Cass £11.90 Disc £14.90

SPECIAL OFFER
Amstrad Joystick with 17
games on disc (inc. Trivial
Pursuit) £24.95

Amsoft/Maxell 3" Discs

One	£2.50
Five	£12.00
Ten	£21.00

3.5" BULK DISCS

ONLY 40p EACH

Arnor Products

DISC	EPROM
Protex	£19.90
Promerge	£19.90
Promerge +	£24.90
Prosstell	£19.90
Maxam	£19.90
Maxam 1.5	£22.90
Utopia	£22.90

STOPPRESS £39.95

AMX ART £59.95

STOPPRESS & MOUSE £69.95

DMP 2000/2160/3160
RIBBONS £3.00 EACH
£5.50 FOR 2 - £13.00 FOR 5

OVERSEAS INC. EIRE
PLEASE ADD £1.00 PER
ITEM OF SOFTWARE.
PAYMENT MUST BE IN
STERLING

ACCESSORIES

Rombo Rombox	£34.95
464 Keyboard Ext. Leads	£6.99
6128 K.Board Ext. Leads	£7.99
464 Cover Set Col/Mono	£7.50
6128 Cover Set Col/Mono	£7.50
DMP 2160/3160 Cover	£4.50
DDI-1/FD1 Dust Cover	£3.50
3" Drive Cleaner	£4.99
Multiface 2+	£44.95
Cassette Player & leads	£19.99
6128 Cassette leads	£3.50
Lockable 3" disc box	£8.99
AMS 30L Disc Box	£12.50
Printer Stand	£10.99
Ribbon Re-Ink	£12.95
Mouse Mats	£4.95
6128 Plus Exp. Adaptor	£14.95
Turntable Monitor Stand	£15.95
Printer Lead	£9.99
Computer Desks	£24.95

BUSINESS/UTILITIES DISC

Advanced Art Studio	£19.99
Tasword 6128	£22.95
Masterfile 3	£32.95
Mastercalc 120	£20.95
Qualitas+ v.2	£13.90
Miraprint	£22.95
Miracopy	£11.95
Qualitas Font Pack	£13.95
Money Manager CPC	£24.95
Sprites Alive	£19.99
Sprites Alive Comp	£27.99

HARDWARE

Star LC10 Printer	£179.00
MP2 Modulators	£29.99
Amiga Screen Gems	£379.00
Atari STFM Discovery	£285.00
Atari STE Power Pack	£379.00
MP3 TV Tuner	£29.99
DDI-1 Disc Drive	£159.95
FD1 Second Drive	£99.95

JOYSTICKS

Jetfighter	£14.95
Superboard	£19.99
Ergostick	£17.75
Pro 5000	£13.95
Turbo 3	£9.99
Amstrad JY2	£9.99
Megaboard	£24.50

ALL ITEMS ARE
SUBJECT TO
AVAILABILITY

ALL PRICES INCLUDE VAT
AND POST & PACKING
ON ORDERS OVER £5
UNDER £5 ADD £1 P&P

K & M Computers (AA)
140, Sandy Lane Centre
Skelmersdale,
Lancashire, WN8 8LH

PHONE 0695 29046
FAX 0695 50673
24 HOURS



Prop. K. Fairhurst





KICK OFF II

Anco • £9.99 cass, £14.99 disk
joystick/keys

'Ere we go, 'ere we go, 'ere we go! The passion of the World Cup lives on in the football sim. A game format with the advantage that you don't even have to go outside and get muddy playing it. Footie games were in abundance last summer, when the World Cup was in full swing. So is Anco too late with the release of *Kick Off II*, or has it scored a last-minute goal?

Kick Off II is the follow up to *Kick Off*, a game released just six short months ago on the Amstrad. The new version promised to add many new features to the game, without losing the excellent playability of the original.

There are plenty of options on the screen to choose from. The best thing to do is ignore them – at least for the first few goes – while you get used to the system and how to play the game.

On pitch you have a bird's-eye view of the action. The whistle goes, and they're off! The action is fast and furious. The ball is always central to the action, and the screen scrolls rapidly to accommodate

it. The player currently under your control is marked with a white line that follows him around. When control switches to another of your team, the line jumps to that player.

SECOND OPINION

'Kick Off' on the 16-bits was a truly excellent game, so KOI, when it appeared on the Amstrad, was a bit of a disappointment. Anco has put right the graphics with II, though, and produced a fast, playable and fun footie game to rank with the best.' RL

You control the player nearest the ball. The control remains with that same player for a while, but after a time switches to the nearest on your team once again. This system works well most of the time, but it can be annoying when there's a player just millimetres from the ball which you are unable to take control of.

All the rules of our national sport are included in the game – with the possible



● It's all action in the goalmouth.



exception of the goal-robbing off-side rule. Corners, throw-ins, free kicks and penalties are all there, as are substitutions and fouls.

After you've recovered from your first few beatings, it's time to browse through the options. You can choose to play single matches, international friendlies (which is the same as a single match, just with big team names), a league, or the cup. The league and cup matches each place eight teams against each other in the different types of competition. The results can be saved for continuation later.



● 9-0 down, and 40 seconds left. There's hope yet...

There are plenty of variables to be adjusted: four types of playing surface, five skill levels, four wind strengths, and a number of options that can be switched on or off.

Another feature that sets *Kick Off II* apart from the crowd is the individual players' statistics. Each player has a number of attributes that affect the way he plays – even though you're in control whenever he has the ball. For instance, a slow player will be easily caught, and you'll need to make sure that you pass before it's too late!

The greatest criticism of *Kick Off I* was the dismal graphics. Ported directly across from the Spectrum, and using a dire choice of colours, the game just about scraped a measly 13%. Thankfully, great improvements have been made in *KOII*. The graphics are designed for the Amstrad, and while they don't exactly set new standards, they look a hell of a lot better than they did. The players are still quite

small, but are now multi-coloured. The pitch – not surprisingly, really – remains green, with white markings.

The two teams are always red and blue, despite



● Kick off! The whistle's gone, the action begins...

the country that they hail from. Curiously, the red team's goalie is also in blue – though the blue's keeper retains the true team colours. This can confuse things when the action reaches the goal area.

There's no tune, and the fx are limited to whistles and bouncy-ball sounds. In fact the bouncing ball gets irritating as it's constantly happening, and you soon feel that it'd be better if there were no sound effects at all!

Kick Off II is simply the most playable footie game to date. While it's still not as polished as other soccer games, it represents a big improvement over the original version. If you somehow managed to miss out on buying a soccer sim over the summer, then it's not too late. If you did, then it's worth considering anyway!

Adam Waring

FIRST DAY TARGET SCORE

Beat the computer at its own game!

The Verdict

GRAPHICS 67%

- Huge improvement over the original.
- Still not state-of-the-art.

SONICS 24%

- Spot effects which are more annoying than anything.

GRAB FACTOR 79%

- Control is easy to pick up, but there's much to master.
- The computer will thrash you at first.

STAYING POWER ... 90%

- Two-player mode keeps you coming back.
- Lots of options, and plenty of control subtleties.

AA RATING 86%

- All the playability you could ask for in a soccer sim.



ACTION TEST

SNOWSTRIKE

**US Gold • £10.99 cass, £14.99 disk
joystick/keys**

Cocaine! – the Devil's dandruff. By 1998 supplies of this drug were reaching epic proportions in the United States. The US Government had to act. The President decided that military intervention was the only course of action. (Where have we heard that before?).

You are a Top Gun pilot based on the USS Epyx. Your war-machine is the F-14 LCB Cosmos. It looks very much like the F-14 Tomcat, but is more advanced. It'll need to be. There are squadrons of the latest MiG fighters loitering just outside radar range. These carry both radar and heat-seeking missiles.

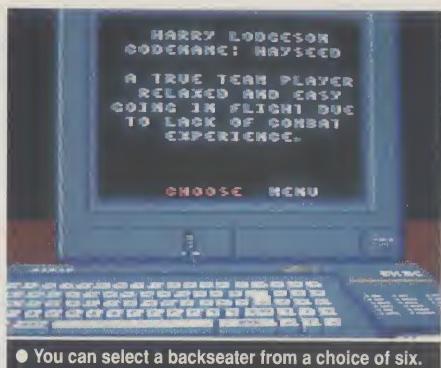
You log into the program using your name. You will be able to save and load your mission statistics using this and your self-designated call-sign (à la Tom Cruise). There are ten missions to choose from – you can attack an enemy carrier, taking off from your own flat-top, you can destroy drugs factories or warehouses, drug-carrying cargo ships or even cocaine refineries. Five of the missions are land-based and five start from the carrier.

There are skill levels ranging from Beginner to Expert. These regulate the amount of enemy activity you'll encounter on your missions.

Even on the easiest level, though, you'll have to spurn the unwanted attentions of a fair quantity of top-of-the-range Soviet hardware.

If you survive the air-to-air combat, you'll have to navigate your way to the target. Stay low and find it on your combat radar, then scorch in over it, firing air-to-surface missiles. These lock on automatically and hit the target wherever you may subsequently point your aircraft. Very useful if you are under attack from the SAMs that defend these sites.

Jinking around the sky chasing enemy aircraft, whilst their missiles chase you, can get rather hectic. Luckily you have a back-seater. This is the guy who sits in the seat behind you (yeah, thanks – ed), warns you of incoming hostiles and gives you damage reports. He'll tell you which counter-measures to employ



• You can select a backseater from a choice of six.

against enemy missiles; chaff against radar missiles and flares (yes, they're fashionable in the US Navy!) against infra-red guided missiles.

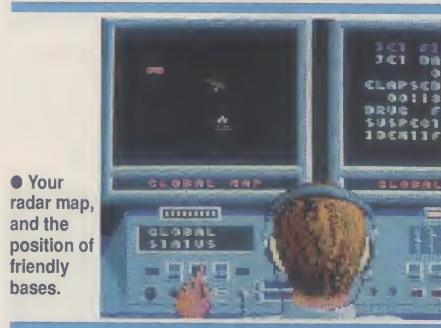
In theory, the calibre of this dude is vital. That's why you get to choose him from a menu of six aircrew to join you in your vital mission. You can call up a picture of each man, and a summary of his character and skill. None is perfect, and one or two have serious character defects, which makes you wonder why you should trust them with your life during combat.

But in reality all the men seem to provide you with the necessary warnings and data. Some are just ruder than others. One fellow is downright offensive. The comments made by the guys behind appear in a small text box on the instrument panel. This is also where they'll tell you off for firing too many missiles, or using the wrong Electronic Counter-Measures.

Flying a land-based mission gives you the option to touch down at two friendly bases. This is useful if you've taken damage and don't think you'll get all the way home.

You have a radar scope which indicates the positions of all bases and enemy sites. This screen automatically switches to combat mode when there are enemy aircraft present. Somewhat annoyingly, it presents the positions of bases and enemies relative to north, rather than relative to your heading. This means that if something is directly above you on the scope, you aren't necessarily flying towards it; rather that it's to the north of you. Once you have mastered this system, it works OK, and also incorporates a useful 'zoom in' option to enable you to line up accurately on bombing runs.

Another useful feature is the ability to view the progress of your mission from the control room back at the base (or carrier). You can call up a combat report, global view or weather



• Your radar map, and the position of friendly bases.



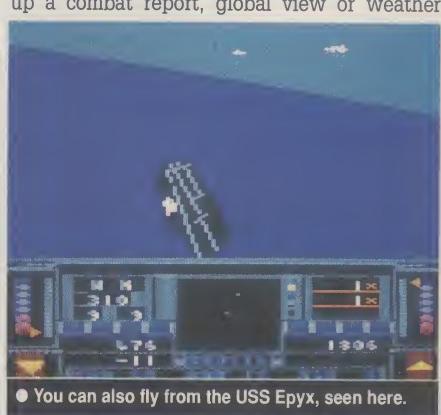
FIG 1 F-14

The Tomcat is arguably the best fighter in the US Navy. It travels at over twice the speed of sound, and can destroy six airborne targets simultaneously at a range of over 100 miles.



FIG 1 MIG 25

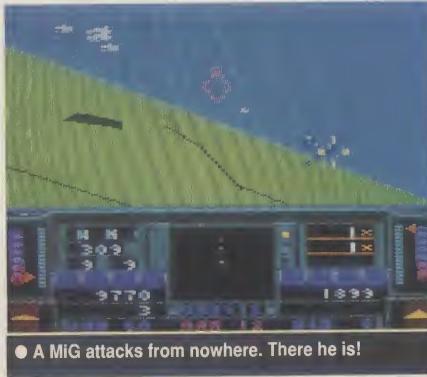
The MiG 25 Foxbat is the Russian equivalent of the F-15 Eagle – cousin of the Tomcat. Interestingly, the Snowstrike box bears a picture of an F-15, not a Tomcat. Jolly bad show, chaps...



• You can also fly from the USS Epyx, seen here.



• Flying along quite peacefully when suddenly...



• A MiG attacks from nowhere. There he is!



• Fire a missile and... got him. There's the explosion.

update. You'll also view the back of some bloke's head. This might possibly appeal to F14-flying hairdressers. The action is temporarily halted while you examine aspects of the mission, and resumes when you have finished.

US Gold is billing *Snowstrike* as a flying game rather than a flight simulator. The controls are similar to those of an aircraft, but there really is no airmanship required and, as long you don't fly into the ground or get shot

using MiG pilots, though. Down a few more, and plonk your battered Tomcat, er, LCB Cosmos on the deck. Time for a swift run-through of the mission, a tot-up of the points scored, and off for the next strike.

If you run into severe trouble, you can always eject. This sees you drifting down with a comprehensive Instrument Packet strapped to your chest. You must pull the rip cord, steer yourself towards the nearest friendly thing, and wait. Eventually you'll thump down to earth, knackered, but alive.

The speed of the graphics is impressive. Clouds scud across your view with astonishing rapidity, and the ground features hardly dawdle either, despite the fact that some, such as the carriers, are very detailed. The MiGs are only ever seen from the front, though, thus spoiling the 3D-sim atmosphere somewhat. Combat is limited to moving left or right, then firing. Ground targets are usually big and simple, but have definite 3D properties, so look better. They absorb a lot of damage before exploding, so line up early and keep launching ASMs at them.

There is no in-flight engine sound. Missiles make a noise when launched, and warning tones sound when the enemy are in the vicinity. Otherwise, silence prevails. Many of the other sections, such as the 'funeral screen' and intro screen have appropriate music, though.

There are a lot of differing sections in *Snowstrike*, but the game itself is limited – each mission is so similar to the previous one. And the combat isn't tense cat-and-mouse

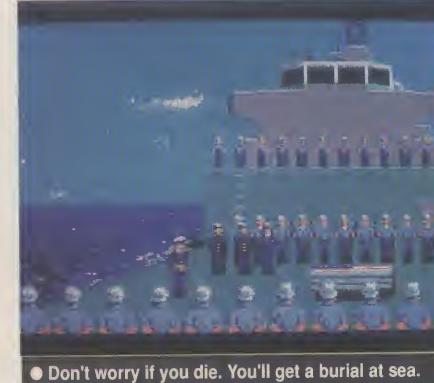
up, you should have no trouble. Taking off is just a case of applying power and retracting the gear. Landing is slightly harder, as you must approach the airbase at the right height and speed. The carrier, to, must be treated with care. There isn't much room for error.

Unfortunately the ten missions are all very similar. Basically, you must take off, fly to a target on the ground (or sea), and destroy it with ASMs. You will encounter enemy aircraft, which always appear head-on. These are easy to destroy with your AAMs. Once you have used up all twelve pairs of missiles, you must utilise the M61 Vulcan cannon. This has enough ammo for 60 bursts. Each burst is capable of taking out an aircraft, and is also the best way of dealing with incoming missiles. Forget chaff and flares, just swing round and hit them with a burst of 20mm fire.

Having dealt with the narcotic-related targets, you head for your base (or carrier). You'll still be under attack from aggrieved, drug-



• Overflying your own air base.



• Don't worry if you die. You'll get a burial at sea.

SNOWSTRIKE MISSION REPORT



0900 We (Lt James Leach and Radio Intercept Officer Brad Smarg) take off from USS Epyx, and head 045 degrees for Colombian coast.

0923 A couple of bogies bounce past, spraying us as they go. We call bandits, buster, and bunt through to Mach 2. We fox-2 one of the lizards with an AMRAAM and splash the other with the 20 mm M61 Vulcan.

0925 Flying nap-of-the-Earth, we IP the target. Before we can attack, we're eyeballed by another Flanker. It fires, we drop our flares and roll over. The manoeuvre works. We do an Immelman and give the Sukhoi a 'Winder right up the tail-pipe.

0933 We viz the target, switch to ASMs and achieve a lock on. A SAM blasts up towards us, so we release chaff. We fire the ASMs, hitting the cocaine refinery six times. It explodes, and covers the Colombian countryside with snow.

0936 The RIO vectors us to the VOR and the DME situated on the INS tells us that our F-14 LCB's ETA is 0945. Bogies clear. We want to get home ASAP, so it's burners on and off we go!

stuff but simple bank-round-and-destroy.

Overall, *Snowstrike* lacks atmosphere. The static screens are great and the sprites fine, if sometimes a bit small. The sound isn't special, though, and really the game's speed is its single most impressive feature.

James 'Iceman' Leach

FIRST DAY TARGET SCORE

Complete one mission on Beginner level

The Verdict

GRAPHICS 82%

You'll feel the need, the need for... etc.

SONICS 71%

Not a great deal going on during the flight.

GRAB FACTOR 75%

Easy to get to grips with.

STAYING POWER .. 68%

Missions are repetitive.

AA RATING 74%

Have limited fun blowing up warehouses packed with icing sugar.



ACTION TEST

SHERMAN M4

Loricel £9.99 cass, £14.99 disk
joystick/keys

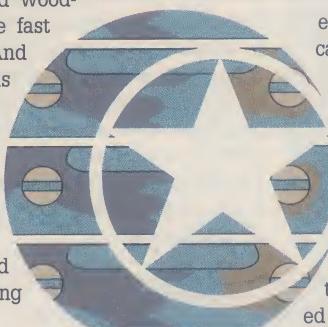
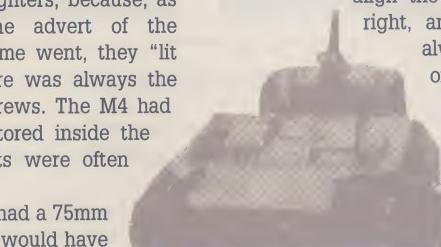


Let's face it. The Sherman M4 tank wasn't much good. The Second World War crews used to call them 'Ronsons', after the cigarette-lighters, because, as the advert of the time went, they "lit

first time, every time". Fire was always the greatest fear of the tank crews. The M4 had much of its ammunition stored inside the main body, and the results were often infernal.

Also, the Sherman only had a 75mm main gun, and armour that would have trouble stopping a determined wood-pecker. However, it was quite fast and mechanically reliable. And there were lots of them. Swarms of British and American Shermans overwhelmed the superior German armour which, though bigger and better defended, was seriously disadvantaged in terms of numbers. Thus grew the legend that the Sherman was something special.

This game places you in command of up to four M4s. There are ten missions to complete. Five take place in Normandy during the landings, and five in the Ardennes. The long-range scenery differs with each setting. In Normandy you see some lovely coastal views, and in the Ardennes you see some, er, hills.



- You survey your platoon prior to moving off.
- Below right: The team comes under heavy fire.

Using an overall map of the playing area, you direct your tanks by cursor to their targets. These might be depots, bunkers, flags (representing strategic points), or villages. It's more fun to direct three of your tanks by map, and drive the fourth

yourself. Inevitably, German armour will appear. Your Shermans will defend themselves, and might even win, but generally they're hopeless, and miss all the time. The Germans are marginally better. You usually have to sort everything out yourself by wading in with your gun blazing and taking out every enemy tank.

Unfortunately, combat is too easy. Your turret always points in the direction you are driving, and you can't change the elevation of the gun-barrel. But it makes no difference. Just align the target using left and right, and hit Fire. They are always destroyed with one shot.

The game is a little like *Battlezone* with Second World War tanks. There are buildings and trees around, but these aren't big enough to use as cover, and they can easily be blown apart. When there is more than one tank in your view, the screen updates slow dramatically, and moving and firing becomes agonisingly sluggish.

There are a wide range of modifying options; you can select unlimited ammo for your tank, instant reload and unlimited fuel. You can also set the experience and morale levels of the Germans. It doesn't make much difference; you'll still shell them to tiny bits as soon as they come within range. Your own shields can withstand quite a battering, despite the far superior 88mm German guns trained on them.

The graphics are good. You are, however, presented with a view through the drivers/gunners aperture. This is rather like peeping through a letterbox (the rest of the screen is black). But once you get used to the restricted view, you'll feel at home with it, and you'll get used to swinging the tank about to see what's going on around you.

The 3D perspectives work well, and the views of other tanks, gun emplacements and so on are nice, if simple. However, there are German Tigers, Jagdpanzers and Panzer 4s which are actually recognisable when seen fairly close-up during a battle (if you know what they look like in real life).

Sound is kept to a minimum. No engine noises, but great sounds of shells being fired and exploding with ferocious violence. This is very acceptable, since an engine drone would become annoying after a while.

The strategic element is spoiled by the game's simplicity. If you take no active part in the battles but simply order your tanks from place to place, the sides are fairly evenly matched. But as soon as you



• A Sherman tank hiding behind a house

start commanding one or more of the tanks in combat, you'll tip the balance strongly in your own favour.

Each game takes no more than a few minutes to play. Most of this is travelling in a convoy from place to place. Watch out for one thing. To return to the game from map-mode you must hit ESC. But if you press ESC whilst in tank-view mode, you'll quit the game instantly. This is bound to catch out the unwary.

Overall, *Sherman M4* is a disappointment. It looks good, it's generally fast enough, and it promises a lot. But it is just too simple.

James 'sticky turret' Leach



• Enemy Tiger tank! Quick, turn to the left and fire.

SECOND OPINION

"Disappointing after a while because you're expecting some serious strategic gameplay. All you end up with, though, is just another shoot-em-up, and a sluggish one at that." RL

FIRST DAY TARGET SCORE

Destroy all the German armour

The Verdict

GRAPHICS 77%
Nice, but seen through a letterbox slot.

SONICS 62%
Explosions are great, but that's about it.

GRAB FACTOR 75%
Very easy to pick up.

STAYING POWER ... 56%
But too easy to win.

AA RATING 68%

Like the motorway, M4 does get monotonous after a while.

HOT SHOTS FROM THE HIT SQUAD



HIT NAMES • HIT GAMES • HIT SQUAD

ALL AVAILABLE NOW FOR: SPECTRUM • COMMODORE • AMSTRAD

THE HIT SQUAD • PO BOX 350 • MANCHESTER • M60 2LX



ACTION TEST

SIM CITY

Infogrames • £9.95 cass, £14.95 disk

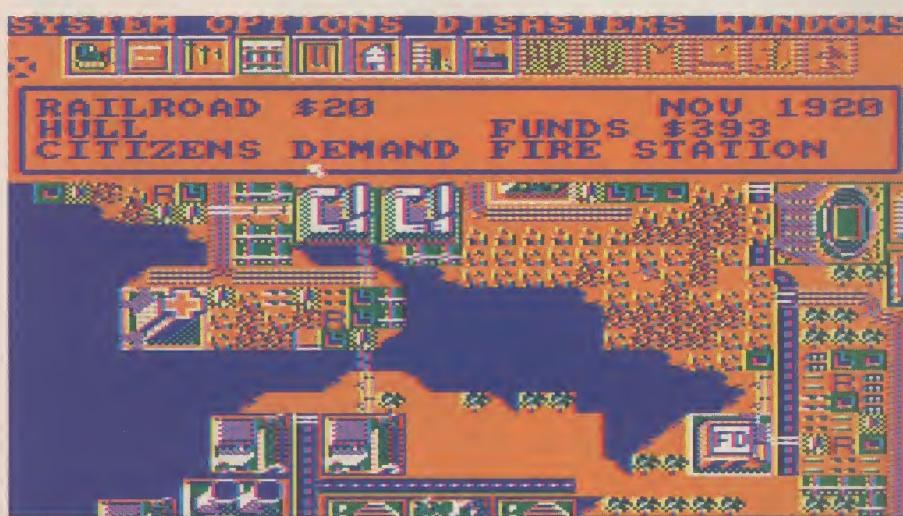


Five minutes is a long time in politics. About three years, to be precise – at least, that's the case when you're playing *Sim City*. It's exactly what it says it is – a city simulator. Now that may sound like a bit of a daft idea for a game, but just wait 'till you sit down to play it!

If you've ever felt annoyed about the local disco being turned into a bingo hall, or a car park being built in the middle of a local beauty spot, then now's your chance to prove how

There are three types of development that you can build. Residential blocks are where the people live. Commercial centres are where offices and shops are based. Industrial zones are where the factories go. As well as these basic social building blocks, you'll need to provide essential services to keep everything ticking over. Roads and public transport allow the citizens to get from A to B. Electricity is needed too, so power lines will need building. And, of course, you'll need a power station (coal or nuclear – the choice is yours) to put power into your national grid.

You can't just slap the whole lot down haphazardly, though. (Well, you can, but the population won't like it.) A successful city needs careful planning. You need enough factories to keep the residents in gainful employment, so



• Crickey! There's been an earthquake! The city has been razed to the ground. Oh well, that's life.



- Top line: These access sub-menus giving further options
- Icons: Bulldoze area, Road, Electricity cable, Railroad track, Parkland, Residential area, Commercial area, Industrial area, Police Dept, Fire Dept, Sports Stadium, Power Station, Sea port, Airport
- Status panel: Cost of currently selected item. Today's date. Town name. Amount in the city's coffers. Messages.

you'd handle the situation. As the town's new mayor, there's pressure on you from all sides. You're well and truly in the hot seat.

Mind you, in *Sim City* you're given almost god-like powers and (more importantly) a \$20,000 budget with which to build and run your city. It's down to you to make all the decisions. Where to put the roads and buildings, at what level to set the taxes, and where to develop housing, commerce and industry.

You start off, though, with a barren landscape. It consists of ground, forests, and water. Obviously you can't build anything in the water, and forests need to be knocked down before building can commence.

that they will support the commercial centres, which in turn ensure that industry can sell its goods. It's a very finely-balanced equation. Get it wrong and employment will soar, shops will shut, and factories will close.

You don't actually put up these buildings yourself, mind, you only designate what sites are to be used for. It's up to the people themselves to decide whether it's worth building or not! So if you do set aside an inappropriate plot for commerce, then no-one will move in and it will remain desolate and empty.

People like to live in nice places. Coastal areas are firm favourites, as are picturesque lake-side settings, and dwellings in forests.



• Crime is rising, pollution is growing. What a nice place to live!

Build a residential area next to a nuclear power station or smelly factory, and it won't be a popular place at all.

Basically, however, the nicer a place is to live in, the more expensive it will be to live there. The same applies to industry and commercial enterprises – the better they're served, the more they'll be sought after. And the more prestigious the area, the more you'll make in the way of taxes, as the people living (or working) there will be rich.

Housing has to be provided for poor people too, though. If all the housing available is in the form of luxury apartments, people will become disillusioned with the sky-high house prices. Instead, you could make a few slums for the scallies, next to factories and the like. But the ungrateful geeks will then complain about pollution and things. You just can't win, can you?

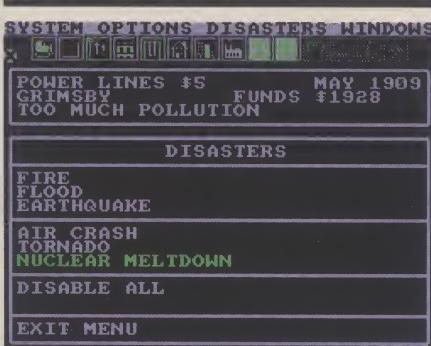
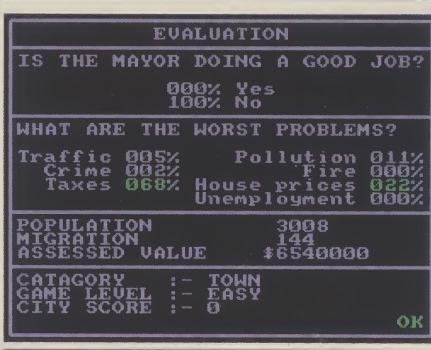
SECOND OPINION

"The graphics could be better – they're rather 'mushy' and poorly defined – but the gameplay itself is beyond reproach. It takes a while to get the hang of city politics, but once your settlement is started, the task of running it becomes incredibly absorbing." RL

First thing to do is give your town a name. This will probably depend on your mood. You could name it after your home town, or even call it Swindon.

Next select the level of play. The difficulty determines how much dosh you get at the beginning of the game, and how fussy the public are. The Easy level is indeed easy, and after a couple of plays you'll go for Hard every time.

The landscapes the computer generates are different for every game. And all the scenarios



TOWN PLANNING TIPS

- Build railways instead of roads whenever possible, especially in residential areas. It's more expensive, but eliminates traffic problems and pollution.
- Everybody likes to be next to the sea or lakes. People like to live there, commercial enterprises like nice settings, and factories like somewhere to dump their chemical wastes.
- Keep industry away from the other zones. It's a vital part of the city's infrastructure, but nobody wants it on their doorstep. You may as well place your power stations here too – if there's going to be pollution, keep it in one place.
- There is a way to cheat, however it demands concentration otherwise it can backfire on you. The budget is set at the beginning of the year – however, it can be changed at any time. All the taxes are collected at the end of the last month. Set the tax rate to 0%. People will come flooding into the area, along with industry and commerce. When you reach December, though, select the budget option and push the tax rate as high as it will go – a massive 20%. As soon as next year comes round, reset the rate to 0% again.

take place on islands, so there is plenty of potential for coastal resorts. Inland, there's usually a good mix of forest and lakes, providing homely settings for your citizens.

Four pull-down menus sit at the top of the screen. These cover a number of functions, such as providing maps of pollution, crime and traffic problems, allowing budgets to be set, or – for the masochistic only – switching on disasters such as earthquakes. Directly below these options there's a selection of items that can be laid down onto the landscape. Residential areas, power lines and airports are among the building blocks available.

Next, there's a general status panel telling you how much cash you've got, the date, and also informing you of the requirements of the townspeople. Messages, presumably from your advisers, tell you of problems that the city is facing.

The remaining portion of the screen is taken up with the playing area. Here is a large-scale map of the city at work. You actually see the buildings change as the sites are developed. Traffic jams are shown as a series of little blips on the roads, and miniature trains chug along the tracks.

Before you start to build your brand new city, you'll have to select some suitable building sites. To get your city up and running you'll need a power station with electricity cables, some kind of transport system, and of course somewhere for people to live and work. These are the basic requirements, and form the starting point for any city.

As your small village becomes a sprawling metropolis, you'll face more and more problems. The rising crime rate will need combating, for example, and sooner or later the citizens will demand an expensive sports stadium. To see just how popular your policies are, take a look at the evaluation option. It's usually quite depressing...

Control is via keyboard or joystick. You can get by using one or the other, but a combination of both is best. The numeric keypad serves as a set of 'hotkeys'. You can select most of the options just by tapping a key. And the cursor keys can be used to scroll the map around. This makes for a quick and convenient method of zooming all over the place without having to resort to fiddly icon control.

The game does suffer in the graphic and

sonic departments. The landscapes look boring, and are drawn in the most horrendous choice of colours imaginable. There's very little in the way of sound, either. Then again, neither is very important for the type of game.

Sim City scores very highly indeed in the playability stakes. It's a very unusual idea, which works wonderfully well. There's an addictive quality that just keeps you coming back again and again. It's not the sort of game you could play quickly for a few minutes though. Mind you, compared to the real thing, it all happens very quickly indeed.

They say Rome wasn't built in a day, but with *Sim City* you could certainly have it rounded off by the end of the week!

Adam Waring



FIRST DAY TARGET SCORE

Build a city in Easy mode

The Verdict

GRAPHICS 62%
■ Nasty colour scheme. Poor graphics.

SONICS 05%
■ Just the occasional beep.

GRAB FACTOR 80%
□ Friendly system makes town planning easy for beginners.

STAYING POWER ... 88%
□ The most original, engrossing game for ages!

AA RATING 82%

□ *Sim City* is Fun City!

the AMAZING SPIDER-MAN®

Take the role of Marvel's favourite character - Spider-Man - in a highly addictive race against time to save Mary Jane from the hands of Mysterio.

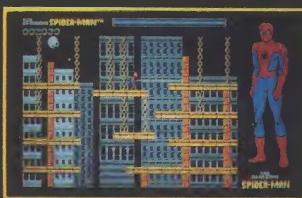
- ★ Crawl through poisonous, rat-infested sewers, wonder at the ever changing gravity of outer space.
- ★ Defend yourself from mechanical mummies in ancient tombs.
- ★ Fight Godzilla as you climb Manhattan skyscrapers.
- ★ Explore Wild West gold mines riddled with high explosives.
- ★ Swing on webs over shark-infested castle moats and pits of fire.
- ★ Moving platforms, Illusionary walls, electrified floors and intelligent robots.

265 SPRITES OF ANIMATION FOR SPIDEY • COMPLETE CONTROL OF PETER PARKER'S SECRET WEB FORMULA • FIRE IN 8 DIRECTIONS • STUN ROBOTS, HIT SWITCHES AND CLIMB WEBS TO SAFETY • SWING FROM WEB TO WEB OVER TRAPS AND HAZARDS SET BY MYSTERIO.



C+VG
HIT!

"GET YOUR TEETH INTO THIS GAME AND YOU'LL SOON FIND YOURSELF WELL AND TRULY ADDICTED!" C + VG 87%



SCREEN SHOTS ARE FROM THE AMIGA VERSION

Spider-Man, Mysterio and all Marvel characters and the distinctive likenesses thereof are Trademarks of the Marvel Entertainment Group, Inc. and are used with permission.

THE AMAZING SPIDER-MAN is produced under license from the Marvel Entertainment Group Inc.

Empire Software, 4 The Stannets, Laindon North Trade Centre, Basildon, Essex SS15 6DJ
Tel: 0268 541126 Fax: 0268 541125

THE AMAZING SPIDER-MAN WILL HAVE YOU CLIMBING UP THE WALL

Balrog

Lots of home-brew quickies this month, plus all the regulars...

Battling through the various dimensions the Balrog arrives to ponder on the marvels of the worlds of adventure...

NEWS... NEWS... NEWS...

Topologika Special

Last month's Topologika offer is still open – so you can buy any three Topologika games for only £27!

The games available are: **Acheton** (AA29–69%), **Avon** (AA51–87%), **Monster of Murdac** (AA11–75%), **Countdown to Doom** (AA26–59%), **Return to Doom** (AA35–70%), **Last Days of Doom** (AA62–82%), **Giant Killer**, **Kingdom of Hamil**, **Philosophers Quest** (AA26–58%) and **Hezarin**.

To take advantage of the offer, just send Topologika a cheque for £27. Its address is **PO Box 39, Stilton, Peterborough PE7 3RL**. The offer closes January 1st.

PAW Pictures

Gilsoft has now finally released a program that lets you write graphic adventures. The new upgrade allows any adventure you have written, which has about 2.5K of TPA space available, to have disk-based graphics added. The package allows anything from 2 to 20 lines of the screen to be reserved for graphics, the remainder is then turned into a text window for the game. The package is supplied as three extra programs. It is available ONLY as an upgrade by direct mail from Gilsoft. At £5.99 + 50p p&p it's an excellent addition to the PAW author's library. For more details write to Gilsoft at **2 Park Crescent, Barry, South Glamorgan, CF6 8HD** or telephone on 0446 732765.

BALROG'S POST

● Home-brew advice?

Why don't you do a section on how to get started on home-brew adventure games, including the best writing systems to your knowledge, legal advice and even how to go about packaging, writing instructions and the best places to get reviews?

Gwynn Hopkins

Llandre

Nice idea, Gwynn, but unfortunately I just don't have the space in these illustrious pages – however the magazine Adventure Coder should answer all your questions. For more information, write to the editor Chris Hester at **3 West Lane, Baildon, Near Shipley, West Yorkshire, BD17 5HD**.

● More magick?

I have recently completed **Heavy on the Magick**, and have searched everywhere for the next game. Can you tell me if Gargoyle Games did a sequel to **Heavy on the Magick**? I have written to them but to date have had no reply.

E Heather Raddyke

Although three follow-up games were promised (Collodon's Pile, Tombs of Taro and Paradise Reglossed) they never appeared. In fact, **Heavy on the Magick** was Gargoyle's last game...



HELP!

If you're stuck in an adventure and can't find anyone at all to come to your aid then write to the Balrog...

• David Page is stuck in **Mindshadow** – has the man in the shower or the woman hat-keeper got any significance?

• Lee Graham needs help in **The Hobbit** – "I have the golden key, rope and sword but I am now stuck – I can't get past the waterfall or portcullis."

● I want to write a best-seller...

I am currently writing my first adventure on GAC. My problem is that I'm not sure about the ratio of puzzles to rooms and objects to rooms. Can you help? Also are there any things which are considered nearly essential in adventures now?

David Mackie
Leeds

If the Balg knew how to write a best-seller he would have done so and made loadsagold! But seriously, the ratio is entirely up to you, although be careful not to go to extremes – large adventures with no puzzles are very boring (a recent adventure on the Spectrum had over a million locations – but little action!) whereas small adventures with many puzzles some people enjoy. It's all up to individual tastes – some people like solving puzzles, others exploring... ask your friends for their opinions and remember to get the game playtested!

As to essential features in adventures... Mmm, that's a toughie! It used to be a lamp and sword, then there just had to be a maze in the game – nowadays the trend seems to be that a game should feature many interactive characters – which, although not essential, can, if programmed well, add a lot to the game. Of course, it's up to you what you put in the game but try to look at the features which make a good game (i.e. good parser, atmospheric descriptions etc.)

The best of luck with your game David, and who knows, you may well go on to become the Level 9 of the future!

• Simon Avery is bogged down with problems in **The Boggit** – how do you cross the stream, get out of the goblin's dungeon and escape the elves' hall?

• Patrick Dyson is stuck in **Lancelot** – he has found four knights but he cannot get past the giant to get the key.

• Fred Collins is still stuck in **Slaine** – does anyone know how to kill the water demon?



Home-brew heaven...

Over the past few months the Balg's postbag has overflowed with new home-brew adventures written by various readers. There is just no way that the Balg has the space or the time to give all of them full reviews. However, the Balg has decided to write mini-reviews on each game...

CITY FOR RANSOM

£1.99 tape, £4.50 disk • John Packham
• 60 Hightown Towers, Warburton Road,
Southampton, Hants SO2 6HH

Somewhere in London is an atom bomb, and terrorists are holding the city to ransom for a total of five million pounds. The Prime Minister has decided not to give in to the terrorists' demands but has instead sent you to find and defuse the bomb – due to detonate in twelve hours, taking most of London with it...

GACed by the same author as *Panic Beneath the Sea* (reviewed AA51), *City* is a better game. The scenario still isn't very original, although the actual game is well written. As with most GAC games the graphics aren't anything to rave about, but as always they can be switched off if you want. *City* is a good, logical adventure which should appeal to most.

The Balg's version of *City for Ransom* had some minor bugs, but John assures me that they have all been rectified. Overall, it's well worth the asking price of £2 but it doesn't have any major selling points.

VIDEOWORLD

£2 tape only • Graham Perry • 19 Nile Street, Norwich NR2 4JU

Imagine sitting in front of your television watching *The Great Escape* for the umpteenth time. Slowly you start to nod off, and before you know it you're asleep. Suddenly you're awoken by shouting "Stand-by, studio! Two minutes! Make-up, can you do something about our friend?"

A powder puff is dabbed on your forehead and people are shouting on all sides. By a quirk of fate and not to mention a devious imagination, you have become an active participant in a new production... *Videoworld*. You are the star of the show...

After a few minutes exploring you will find that you are on the set of a POW compound

complete with perimeter fence, tunnels, German guards and, of course, a Steve McQueen look-alike!

Videoworld is the oldest, yet most professionally-produced game on offer – it was originally released way back in 1987 and Graham has decided to sell it again. The game is text-only and was written on *The Quill*. It comes in two parts – the first is mostly set in the POW camp, whilst the second is set on the London Underground. In both parts you must escape.

For some reason, the Pilgrim never reviewed *Videoworld* when it was first released – which is a shame, as it is actually quite good. The whole game is played as a scripted film and this effect is well implemented. Whilst exploring *Videoworld* you will visit *Grange Hill*, see the royal coronation, go to the Bank of England and meet, amongst others a Triffid, John Cole (the TV reporter) and Sooty and Sweep!

The game is humorous and well written and certainly worth buying – don't be put off by its age!

ZED

£2 tape only • Paul Robson • 23 Park Lane, Middlesborough TS1 3LQ

You're settling down to play your favourite game when a poor quality pirate program appears which you can't get rid of. This is the threat posed by Madstar Satellite Industries, owned by Dr. Kryptic.

You take the part of 'The Controller' of ISIS, the Institute for the Suppression of Inferior Software. You must save the world by destroying the transmitter responsible for this threat. Confused? So was the Balrog! What the transmitter has to do with my CPC and how the pirate program got on the machine, I have no idea!

To help you on your quest you have a droid called ZED (Zetetic Enumerative Droid) which is controlled by a ZIP (Zetetic Instruction Parser unit). By using this ZIP you can swap control between yourself and ZED. This makes for some very clever puzzles where you swap between two totally different characters – a little like the robots in Infocom's *Suspended*.

The scenario put the Balg straight off the game but I gave ZED a chance and was pleased

antly surprised – the dual character control is an original idea (it has only been used once before on a CPC game) and the game area is large – over 100 locations. Added to all this is a cunning 3D maze, to give you a difficult but addictive adventure. There are even two versions to the game, depending on whether you use the male or the female toilet near the start. (Bit of a rip-off from *Leather Goddesses methinks!*)

The only problem is that the game may be too difficult – some of the clues it gives for a code (which is needed to turn off the above-mentioned transmitter) are very obtuse and even misleading. All in all a good game to buy if you like difficult games, otherwise steer clear.

HOST HOUSE

£2.99 tape, £4.99 disk • Andrew Price • 48 Lockington Crescent, Dunstable, Beds LU5 4SU (0582 609533)

While glancing through a local newspaper, you read a small article detailing the history of an old haunted house which lies at the top of Cemetery Hill. You are a ghost hunter (buster?) and decide to investigate.

The object of the game is to search the grounds and inside the house for the four parts of a seal to stopper a genie's lamp.

Ghost House is GACed with some (poor) graphics. It's well-written and would be a good game if it were not due to lack of playtesting – there are spelling mistakes, grammatical errors and various bugs.

The Examine command very rarely gives a response while 'drop' isn't even recognised! The puzzles aren't too hot, either, and Andrew has fallen into a fairly common trap – he has described all his locations as if they have just been visited for the first time.

For example, in the moonlit garden, you hear a 'rustling', but it is only a black cat which scuttles into the undergrowth each time you enter the location! Another example is a location where it describes 'your torchlight illuminating the area' even if the torch is switched off or not even carried!

The Balg sees many games that are ruined by lack of proper playtesting and *Ghost House* is yet another example...

THE RATINGS

	ATMOSPHERE	INTERACTION	CHALLENGE	OVERALL
City for Ransom	60	59	62	62
Videoworld	72	63	62	70
ZED	44	69	75	64
Ghost House	32	30	41	28



Clue Sniffing with the Balrog

This month's clues are from Angela Allum, Adrian Forbes, Simon Avery, Simon Netherwood, Gareth Jones, David Page, Stuart Whyte and Paul & Timothy Stitt...

Avon

- If you are put in jail a second time you get a tone-deaf jailer. You have to arrange your order of actions.
- In June, find the skull before going to see the witches.
- While wearing the ass's head, do something asses do.

Base

- On the catwalk, wait a turn before going south.
- Don't play the cassette in the governor's stereo, play it in the car's.
- Read the book, and collect the card, use this to open the steel door with the slot – just put it in the slot.
- Search the rubbish in the attic to find the broom handle.

Boggit

In the Goblin's Dungeon: Examine torch, insert battery. The battery will be inserted into the He-man sword found in the troll's cauldron.

Classic Adventure

- To get rid of the snake, find and get the cage, now get the bird (you must NOT have the black rod when you collect the bird) then go to snake and drop bird.
- To dispense with the troll, pay him a toll the first time and then feed the bear, unlock the bear with the keys and get the bear, go back to the bridge and throw (!) bear at troll.

Mindshadow

- Cut the anchor chain with the meat cleaver to stop the boat.
- Say the password to the store keeper.
- Search the sleeping man.
- Duck as soon as you go into room 202.

Souls Of Darkon

- At start, Pull metal.
- Examine altar. Examine stone. Push carving. Turn plaque.
- Give axe to woodsman.
- Climb the tree.

Smashed

- Search pit, take money and find CleanCrazy, take book and when asked for a donation 'donate money'.
- To get the key to the medical stores, get cat (from VIP tent) and take to chopper, get in, switch on ignition and pull joystick – the cat will be sick and bring up the key (Yuk!)

Programming with the Balrog

Aron Watson from New Zealand has a great tip for PAW users trying to get that little bit extra out of their adventure creator...

When creating a large adventure on *The PAW*, sooner or later you will run out of message space. That's after using 255 messages and 195 free system messages, giving you a total of 450 messages. But, when implementing half a dozen good characters, they could take up 255 messages rather fast, and that's excluding any other game messages. The routine below allows you to use location text as messages.

Note: TEST should be a verb in the vocabulary.

/PRO 0

TEST	-	COPYFF 38 10	;Copies players loc. into flag 10
		GOTO 1	; Goto message
		DESC	; Displays message

/PRO 1

-	-	AT 1	
		COPYFF 10 38	; Copies flag 10 to players flag 38
		DONE	

Location 1 = "Change to your own message!"

So, if you had an adventure with 100 locations and used the spare locations as messages, this would give you a total of 602 messages!

BARD'S TALE CLUB

D Kirkwood is another intrepid adventurer offering his knowledge of the *Bards Tale*.
11 Redvers Street, Ardwick, Manchester M11 3WU.

Nick Taylor has joined the club – what his 94th level Monks and Archmages can't sort out, no-one can!

20 Lightborne Road, Sale, Cheshire, M33 5EA

"I would like to know where the secret stairs are on Level 4 of Mangar's Tower."
Mark Foster, 9 Park View Terrace, Llanelli, Dyfed, South Wales

Kenneth Cheng is another reader who wants to join the Bard's Tale club.
1 Roseworth Close, Gosforth, Newcastle upon Tyne, NE3 1SW

Lords & Ladies of Adventure

Six more valiant adventurers to answer your every SSAE.
Don't forget to phone only during sociable hours.

Classic Adventure • Fantasia Diamond • Hobbit • Hollywood Hijinx • Inca Curse • Mountains of Ket • Planet of Death • Sorceror.

Dave Havard, 21 Belvoir Close, Fareham, Hants
PO16 OPJ

Adventure Quest • Dungeon Adventure • Gnome Ranger • Imagination • Kobyashi Naru • Jewels of Babylon • Lancelot • Lords of Time • Mystery Indus Valley • Price of Magik • Redmoon • Return to Eden • Shadows of Mordor • Snowball • Souls of Darkon • Venom.

Wendy Watters, 82 Booth Road, Stacksteads, Bacup, Lancashire OL13 0SF. Tel: (0706) 877518

Big Sleaze • Boggit • Forest at World's End • Hitchhiker's Guide • Hobbit • Jewels of Babylon • Lurking Horror • Mindfighter • Never Ending Story • Rigel's Revenge •

Scapeghost & Very Big Cave Adventure.
Simon Netherwood, 36 Toothill Bank, Rastric, Brighouse, West Yorkshire HD6 3EZ. Tel: 0484 719326

Cricket Crazy • Lifeterm • Smashed • Mindshadow • Rigel's Revenge.
Paul Daykin, 93 Hummersknott Avenue, Darlington, Co. Durham DL3 8RR

Base • Hollywood Hijinx • Infidel • Island • Test • Wishbringer • help for PAW programmers.
Ken Bond, 17 Adei Park Gardens, Adei, Leeds, West Yorkshire LS16 8BN. Tel: 0532 672278

Forest at World's End • Jewels of Babylon & Seabase Delta.
James Mackle, 45 Kenure Park, Rush, Co Dublin, Ireland

Type-ins

We hope you've been doing your finger exercises...

MADBALLS

A bit of a biggie, but great fun all the same. Steer yer balls around the maze, picking up the dots, but avoiding the things that kill you.

A fair few features have been implemented by the program's author, Lee Barwick from Sunderland. There are a number of levels to test your skill at, and if you do well enough you could get your name in the high score table.

You have the choice of using keyboard or joystick. Left and right move you, er, left and right. Fire makes you jump into the air, where you can levitate yourself to far-off platforms.

THIS MONSTER KIT INCLUDES PARTS
STYRENE PLASTIC MENT
(MrCk)10-BORDER:26:INK:0,26:INK:1,0:INK:2,21:INK:3,16
,26:PAPER:0:MODE:1:GOSUB:1600
(QpEI)20-WINDOW1,8,33,6,20:WINDOW2,6,36,5,25:WINDOW
#3,5,36,4,25:FOR:d=1 TO 3:PAPER#d,0:NEXT:WIND
DARKEN#7,3,3,12,17:PAPER#7,1:PEM#7,0
(CxRq)30-CLS:xs=1:GOSUB:40:xs=2:GOSUB:40:GOTO:50
(DvFl)40-FOR:x=xs:TO:xs+639:STEP:40:PLT:x,399,xs:DRA
H*x,1:NEXT:PLT:638+xs,1:DRAW:638+xs,399:FOR:
y*xs:TO:xs+399:STEP:40:PLT:1,y,xs:DRAW:639,y
:NEXT:PLT:1,396+xs:DRAW:639,396+xs:RETURN
(DpEl)50-PLT:110,78,1:DRAW:110,320:DRAW:528,320:DRAW
528,78:DRAW:110,78:PLT:108,76,2:DRAW:108,32
2:DRAW:530,322:DRAW:530,76:DRAW:108,76:CLS#1
(FtAs)60-EVER:6,0:GOSUB:1370
(FtAw)70-IF:at:THEN:at:0:GOTO:1020
(HuBr)80-CLS#1:DI:LOCATE:16,10:PEM:1:PRINT#fc1ontral:
" "
(PwBx)90-LOCATE:16,11:PEM:3:PRINT:c\$(cnt)
(NxCo)100-LOCATE:17,13:PEM:1:PRINT#"Sjkl11":LOCATE:1
7,14:PEM:3:PRINT:\$\$(sk)
(NiBq)110-LOCATE:13,16:PEM:1:PRINT#"Hi-Score Table"
(CwBm)120-LOCATE:18,18:PEM:1:PRINT#"Play"
(IkAn)130-GOSUB:1420
RIGHT HAND
(PbC)140-a=UPPER3(INKEY\$):IF:a\$="C":IF:a\$="S":OR:a\$=""
P:OR,a\$="H":THEN:150-ELSE:140
(OicI)150-IF:a\$="S":THEN:180-ELSE:IF:a\$="P":THEN:200-EL
SE:IF:a\$="H":THEN:1020
(HwAx)160-ent=cnt+i:IF:ent>3:THEN:ent=1
(AlBp)170-DI:PEM:3:LOCATE:16,11:PRINT:c\$(cnt):EI:GOTO
140
(NxAw)180-sk=sk+1:IF:sk>3:THEN:sk=1
(AxBr)190-DI:PEM:3:LOCATE:17,14:PRINT:s\$(sk):EI:GOTO
140
(OtAx)200-a=Fna:BORDER:0:PAPER:1:CLS
(MxEp)210-jr=76:IF:cnt=1:THEN:1t=74:rt=75:jp=77:up=72
dn=73-ELSE:IF:cnt=2:THEN:1t=8:rt=1:jp=9:up=0
dn=2-ELSE:1t=71:rt=63:jp=47:up=38:dn=37
(LtAr)220-lv=1:sc=0:i=3
(K1Bu)230-PAPER:1:CLS:CLS#2:CLS#3:PEM:0:LOCATE:17,1:P
RINT"Madballs" LEFT BODY HALF (#1) HALF (#2)
(LjBi)240-FOR:a=1 TO 20:g\$(a)=m\$(lv,a):NEXT
(DqBx)250-PEN:2:LOCATE:2,2:PRINT"Score...Lives":LOCAT
E:27,2:PRINT"Level...Time"
(PmAr)260-PRINT#7,"ENERGY";
(HuCl)270-PLOT:28,126,0:DRAW:50,126:DRAW:50,330:DRAW
28,330:DRAW:28,126:PLOT:28,226:DRAW:50,226
(KvBs)280-PLOT:38,328,3:DRAW:38,228:PLOT:40,328:DRAW:

40,228
(ApCo)290-tm=0:ep=4:IF:sk=2:THEN:tm=60:ep=3-ELSE:IF:s
k=3-THEN:tm=45:ep=2
(IuAm)300-en=ep*100
(MqCw)310-PEN#2,1:LOCATE#2,1,20:PRINT#2,TAB(8)"Curren
t:control":PEM#2,3:PRINT#2,TAB(11)c\$(cnt)CHR
\$(18)
(PuCn)320-PEN#2,1:PRINT#2:PRINT#2,TAB(10)"Skill.level
":PEM#2,3:PRINT#2,TAB(13)\$\$(sk):PEM#2,1
(PsEi)330-PRINT#2:PRINT#2:PRINT#2,TAB(8)"Press-any ke
y.to":PRINT#2,TAB(12)"play....":FOR:a=1 TO 6:
PRINT#2:NEXT:GOSUB:2510:FOR:a=1 TO 17:PRINT#2
:NEXT
(Eqj)340-LOCATE#2,1,1:PRINT#2,CHR\$(22)CHR\$(1):FOR:a
=1 TO 20:PEM#2,1:PRINT#2,g\$(a):NEXT:PRINT#2,
CHR\$(22)CHR\$(0);
(F1Bn)350-a=x(lv):b=y(lv):se=1:xp=s(lv):yp=0
(AqBv)360-GOSUB:1480:FOR:c=1 TO 100:NEXT:LOCATE:5+xp,
4+yp:PRINT"
(J1Dp)370-IF:a=xp:THEN:yp=yp+1:SOUND:1,680,10,7,1-ELS
E:SOUND:1,1500,10,7,1:IF:xp<a:THEN:xp=xp+1-EL
SE:xp=xp-1
(GuAw)380-IF:yp=b+1:THEN:390-ELSE:360
(ItDx)390-LOCATE:2,3:PEM:3:PAPER:1:PRINT- USING"#####"
;sc\$:PRINT-SPC(4)STRING\$(li,204):LOCATE:29,3:
PRINT- USING"##":lv,:PRINT-SPC(7)USING"##":ta
(LsBw)400-f1=0:xp=x(lv):yp=y(lv):IF:sk=1:THEN:EVE
RY:5
0,0:GOSUB:1430
(JsAn)410-GOSUB:1480
(MkDk)420-IF:f1=1:THEN:1330-ELSE:IF(INKEY(jp))-
1-OR:INKEY(jr)-1)AND:INKEY(lt)-1:THEN:a=1
:b=lt:GOTO:590
(Oicm)430-IF(INKEY(jp))-1-OR:INKEY(jr)-
1)AND:INKEY(rt)-1:THEN:a=1:b=rt:GOTO:590
(NmB1)440-IF:INKEY(rt)-1:THEN:a=1:GOTO:470
(ArBn)450-IF:INKEY(lt)-1:THEN:a=-1:GOTO:470
(HwB1)460-GOTO:420
(LwBx)470-xp=xp+a:IF:(xp=1 OR xp=30)AND:MID\$(g\$(yp),x
p,1)="1":THEN:870
(KtBo)480-IF:xp=1 OR xp=30:THEN:xp=xp+a:GOTO:410
(AuBq)490-IF:FNc2=143-THEN:xp=xp+a:GOTO:410
(DrCr)500-se=e+1:DI:PAPER:0:LOCATE(S+NOT(a
-1)):xp,4+yp:PRINT" ":";EI:IF:se=5:THEN:se=1
(N1Av)510-GOSUB:1500:GOSUB:1520:GOSUB:1570
(IoBu)520-SOUND:1,1500,10,7,1
(DvBx)530-IF:FNc2=143-THEN:410
(IjAv)540-SOUND:1,1500,10,7,1
(DmAx)550-GOSUB:1480:GOSUB:1500:GOSUB:1520
(LyBo)560-IF:FNc2=143-THEN:SOUND:1,680,10,7,1:GOTO:4
10
(DmAu)570-SOUND:1,1500,10,7,1
(HsCi)580-up:yp=1:DI:LOCATE:5+xp,3+yp:PAPER:0:PRINT
";EI:GOTO:550
(DmBq)590-IF:y=1 OR MID\$(g\$(yp
1),xp,1)=CHR\$(143)THEN:410
(Cudr)600-yp=yp-1:GOSUB:1520
(PoBm)610-DI:PAPER:0:LOCATE:xp+5,yp+5:PRINT" ":";EI
(IsBx)620-GOSUB:1500:GOSUB:1480
(OoAv)630-SOUND:1,1500,11,7,1
(EwCv)640-IF:f1=1:THEN:1330-ELSE:IF:INKEY(b)-
1-AND:(INKEY(jp))-1-OR:INKEY(jr)-1)THEN:690
(LnBk)650-SOUND:1,125,10,7,2:GOTO:550
(HwAr)660-yp=yp+1:GOSUB:1520
(LkAm)670-GOSUB:1500
(ItBi)680-IF:FNc2=143-THEN:410-ELSE:550
(AvBr)690-xp=xp+a:IF:xp=1 OR xp=30-THEN:xp=xp+NOT(a
-1)
(IsAn)700-GOSUB:1580
(DxBn)710-IF:FNc1=143-THEN:xp=xp+(NOT(a-1)):GOTO:650
(JvAr)720-GOSUB:1520:GOSUB:1500
(AxBs)730-DI:PAPER:0:LOCATE(S+NOT(a
-1))+xp,4+yp:PRINT" ":";EI
(OqAn)740-GOSUB:1480
(IpAu)750-SOUND:1,125,10,7,1
(LpAl)760-GOTO:640
(CqBx)770-a=Fna:a=0:PAPER:0:LOCATE:4+xp,4+yp:PRINT" "
;" :xp=xp+1:GOSUB:1450:xp=xp-
2:GOSUB:1450:xp=xp+1
(OnDi)780-FOR:f=yp-
1 TO yp+1:LOCATE:5+xp,4+f:PRINT" ":";NEXT:yp=yp
-1:GOSUB:1450:yp=yp+2:GOSUB:1450:(yp=yp-1
(ExBp)790-EVERY:50,8:GOSUB:1390:IF:li=1-THEN:GOTO:107
0
(CkBk)800-t\$="Hard Luck!":c=6:GOSUB:1540
(DjBr)810-c=10:t\$="You Have Been Killed. -":GOSUB:1540
(CkCx)820-t\$="But you still have"+STR\$(li-
1):IF:li>2:THEN:t\$=t\$+"lives left!":ELSE:t\$=t
#+". life left!"
(NoCi)830-c=11:GOSUB:1540:IF:li=2-THEN:t\$="(Phew!!)":
c=12:GOSUB:1540
(NgBn)840-t\$="Press-any key!":c=15:GOSUB:1540
(KoAn)850-GOSUB:2510
(LvBx)860-a=Fna:PAPER:1:LOCATE:1,3:PRINT-SPACE\$(40):1
i=li-1:GOTO:230
(CrAm)870-a=Fna
(KmCm)880-LOCATE:5+xp,4+yp:PRINT-CHR\$(8)";:GOSUB:1
480:PRINT:IF:lv=3-THEN:1000
(OpAx)890-t\$="Well Done!":c=8:GOSUB:1540
(CxBn)900-t\$="You have completed":c=10:GOSUB:1540
(HrBn)910-t\$="Level"+STR\$(lv)+"":c=11:GOSUB:1540
(ExBx)920-d=1*v\$sc:t\$="Bonus Level "+Skil1*50":c=13:GOSU
B:1540:y\$=RIGHT\$(STR\$(lv),1):z\$=RIGHT\$(STR\$(s
k),1):t\$=SPACE\$(5)+"="+y\$+z\$+"#50"+SPACE\$
(8):c=14:GOSUB:1540
(LjDp)930-sc=sc+(1*u\$sk*50):t\$=STR\$(lu*u\$sk*50):t\$=SPACE
\$(5)="+"+RIGHT\$(t\$,LEN(t\$)-1)+SPACE\$(14-
LEN(t\$)+1):c=15:GOSUB:1540
(FpBn)940-t\$="Press-any key!":c=17:GOSUB:1540
(EqAx)950-lv=lv+1:WHILE:INKEY(<")":WEND
(JkCo)960-yp=0:FOR:xp=0 TO 31:GOSUB:1460:NEXT:xp=31:F
OR:yp=0 TO 21:GOSUB:1460:NEXT
(EwCv)970-yp=21:FOR:xp=31 TO 0 STEP -
1:GOSUB:1460:NEXT:xp=0:FOR:yp=21 TO 0 STEP -
1:GOSUB:1460:NEXT
(CuAm)980-GOTO:960
(BuAm)990-GOTO:230
(OqDn)1000-t\$="CONGRATULATIONS!":c=6:GOSUB:1540:t\$="Y
ou have completed":c=8:GOSUB:1540:t\$="the gam
e!":c=9:GOSUB:1540
(EtCi)1010-t\$="Mega Bonus=555":sc=se+555:c=11:GOSUB:15
40:lv=0:GOTO:940
(KrAs)1020-CLS#1:GOSUB:1420
(ErBo)1030-DI:LOCATE:16,10,PEN:2:PRINT"Hi-Scores":EI
(DqDn)1040-FOR:d=1 TO 5:DI:LOCATE:14,11+d:PEN:3:PRINT

USING "#"; d:PRINT" .name\$(d)" . . ."USING"#####
 " ; sc(d):EI:NEXT
 {KpBo}1050.DI:PEW:2:LOCATE:13,18:PRINT"Press any key.
 ..":EI
 {EqAr}1060.GOSUB:2S10:GOTO:80
 {COb1}1070.t\$="G A M E . . . O V E R":c=10:GOSUB:1540
 {KnBm}1080.IF.sc\$(5)THEN:1090.ELSE:1320
 {NjBm}1090.at:1:t\$="Well Done!":c=12:GOSUB:1540
 {LqCo}1100.t\$="You have":c=14:GOSUB:1540:t\$="achieved
 a new hi-score":c=15:GOSUB:1540
 {KvD1}1110.WINDOW#6,12,29,17,19:PAPER#6,1:CLS#6:DI:LO
 CATE:13,17:PEW:0:PAPER:1:PRINT"Enter your nam
 e":EI
 {PqBq}1120.in\$=" . . .":DI:PEW:3:LOCATE:19,19:PRINT.in\$
 :EI
 {IwAm}1130.d=19
 {LlAt}1140.c\$=MID\$(in\$,d-18,1)
 {EvBn}1150.DI:PAPER:3:PEW:1:LOCATE:d,19:PRINT.c\$:EI
 {EvBu}1160.IF.INKEY(up)-
 1.THEN.c\$=CHR\$(ASC(c\$)+1):GOTO:1220
 {KtBu}1170.IF.INKEY(dn)-1.THEN.c\$=CHR\$(ASC(c\$)-
 1):GOTO:1220
 {PlBn}1180.IF.INKEY(lt))-1.THEN.d=d-1:GOTO:1240
 {EmBo}1190.IF.INKEY(rt))-1.THEN.d=d+1:GOTO:1240
 {ErBs}1200.IF.INKEY(jp))-1.OR.INKEY(jr))-1.THEN:1280
 {MvAm}1210.GOTO:1160
 {HsCn}1220.IF.ASC(c\$)<32.THEN.c\$=CHR\$(126)ELSE.IF.ASC
 (c\$)>126.THEN.c\$=CHR\$(32)
 {OtBq}1230.MID\$(in\$,d-
 18,1)=c\$:FOR.e=1.TO.20:NEXT:GOTO:1140
 {FpBu}1240.IF.d<19.THEN.d=22.ELSE.IF.d>22.THEN.d=19
 {JwBp}1250.DI:LOCATE:19,19:PAPER:1:PEW:3:PRINT.in\$:EI
 {NqAs}1260.FOR.e=1.TO.20:NEXT
 {MnAn}1270.GOTO:1140
 {GrBq}1280.a:FNa:LOCATE:19,19:PAPER:1:PEW:3:PRINT.in\$
 {AnAn}1290.a=5
 {FIBx}1300.IF.sc\$(a).THEN:a=-
 1.IF.a=0.THEN:1310.ELSE.GOTO:1300
 {OpCu}1310.a:=+1:FOR.b=5.TO.a:STEP.-1:sc(b)=sc(b-
 1).name\$(b)=name\$(a)-
 1:NEXT:sc(a)=sc(name\$(a)=in\$
 {CuCs}1320.t\$="Press any key . . .":c=22:GOSUB:1540:GOS
 UB:2510:a:FNa:PAPER:0:BORDER:26:GOTO:30
 {BtCk}1330.a:FNa:FOR.f=7.TO.1:STEP--
 1:SOUND:4,94,4,f:NEXT:IF.li=1.THEN:1070
 {OqEs}1340.t\$="You have ran":c=8:GOSUB:1540:IF.en<1.T
 HEN:1358.ELSE.t\$="out of time":c=9:GOSUB:154
 0:t\$="You are trapped in the maze!":c=11:GOSU
 B:1540:GOTO:1360
 {CwCw}1350.t\$="out of energy and are unable":c=9:GOSU
 B:1540:t\$="to continue!":c=10:GOSUB:1540
 {LtAm}1360.GOTO:840
 {KhDi}1370.tx\$=RIGHT\$(tx\$,LEN(tx\$)-
 1)+LEFT\$(tx\$,1):LOCATE:15,7:PEW:pn:PRINT.tx\$:
 pn=pn+1:IF.bn>3.THEN.bn=1
 {ApAo}1380.RETURN
 {GnGr}1390.IF.a=0.THEN.GOSUB:1480.ELSE.LOCATE:5+xp,4+
 yp:PAPER:0:PEW:1:PRINT." .CHR\$(8)CHR\$(22)CHR\$
 (1)MID\$(g\$(yp),xp,1)CHR\$(8)":PEW:2:PRINT.MID\$
 (g\$(yp),xp+33,1)CHR\$(8)":PEW:3:PRINT.MID\$(g\$
 yp),xp+66,1)CHR\$(22)CHR\$(8)
 {DtAv}1400.IF.a=0.THEN.a=1.ELSE.a=0
 {DsAo}1410.RETURN
 {FuBv}1420.PEN:1:LOCATE:9,20:PRINT"-
 -(C)1990..Lee Barwick..":EI:RETURN
 {PlDv}1430.SOUND:4,278,4,4:SOUND:4,0,2:SOUND:4,114,4,
 4:tm=tm-
 1:LOCATE:37,3:PEW:3:PAPER:1:PRINT.USING"##";t
 m:IF tm>1.THEN.fl=1
 {MnAn}1440.RETURN
 {NjFm}1450.DI:LOCATE:5+xp,4+yp:PEW:1:PRINT.CHR\$(22)CH
 R\$(1)MID\$(g\$(yp),xp,1)CHR\$(8)":PEW:2:PRINT.MI
 D\$(g\$(yp),xp+33,1)CHR\$(8)":PEW:3:PRINT.MID\$(g



FAKE ROM ● (6128 ONLY)

Fake ROM comes courtesy of Aussie reader Steven Smith. It takes any machine code program and stores it in extra RAM. (That's why it's restricted to 6128s only). It then pokes a small routine into address &bf08. The machine can now be reset and other programs loaded and run. A call to &bf08 will now copy the code from extra ram and re-initialize it. The routine at &bf08 is fairly robust and will survive most forms of soft reset including Control-Shift-Esc, Call 0, and the Multiface Reset. It will not survive the running of most commercial games or any programs that make use of extra RAM.

The type of program that can be used is subject to the following constraints: It must load to &8000 or higher, and it must be 9K or less in length.

Instructions for use.

1. Type it in: The machine code is not checksummed so use TYPE-WRITER to make sure you get it right.

2. Save it onto a disk containing the program you wish to save to extra ram.

3. The filename must be 8 characters with a full extension. Use !REN to change it if it isn't.

4. Run FAKEROM.BAS. Follow the prompts.

5. The code now can now be recalled after reset or running another program by CALL &bf08.

```
(DkAv)10·REM·pseudo·rom·by·s.smith
(IqBj)20·REM·get·filename·and·find·length
(NqBp)30·MODE·2·GOSUB·310·REM·machine·code·for·file·i
nfo
(OrBu)40·PRINT"Enter·filename. It·must·have·8·letters·
and·a·file·extension"
(IIaw)50·PRINT:PRINT"E,g,:-·YOURCODE.BIN"
(FjAv)60·PRINT:INPUT·file$:qq=LEN(file$)
(AuBn)70·IF·qq<>12·THEN·SOUND·1,4000,20:GOTO·40
(FsBr)80·IF·MID$(file$,9,1)<>"."·THEN·SOUND·1,400,20:
GOTO·40
(NxAr)90·REM·find·length
(JlAp)100·FOR·f=1·TO·qq
(QqBj)110·POKE·&2016+f,ASC(MID$(file$,f,1))
(BRAl)120·NEXT
(EICi)130·PRINT:PRINT"Put·disc·containing·file·in·dri
ve. Then·press·a·key."
(NvAs)140·WHILE·INKEY$=""·:WEND
(OwAn)150·CALL·&2000
(EiBs)160·lobyte=PEEK(&2023):hibyte=PEEK(&2024)*256
(FoAv)170·length=lobyte+hibyte
(JmBq)180·lobyte=PEEK(&2025):hibyte=PEEK(&2026)*256
(KsAv)190·loadaddr=lobyte+hibyte
(EsBv)200·long$=HEX$(length,4):loadaddr$=HEX$(loadadd
r,4)
(BkBr)210·PRINT"length="·long$:PRINT"load·address="·l
oadaddr$
(MtCk)220·IF·loadaddr>&8000·THEN·PRINT"No·good:Loads·
below·&8000":END
(AnBj)230·REM·page·in·bank·4·from·extra·ram
(JqBt)240·CALL·&BD5B,a,a,a,a:REM·firmware·call·kl·ban
k·switch
(MqAv)250·LOAD·file$,&4000:REM·load·file
(PqBj)260·CALL·&BD5B:REM·page·bank·4·out
(CuBs)270·REM·file·is·now·in·bank·4·safe·from·a·soft·
reset
(JsBn)280·REM·now·poke·recall·code·into·safe·area
(IoAm)290·GOSUB·410
```

```
(PoBt)300·PRINT"Finished:Call·&bf08·to·recall·code·af
ter·reset":END
(KrAu)310·REM·load·machine·code
(DpAv)320·MEMORY·&1FFF
(OpAv)330·RESTORE·360:FOR·f=0·TO·38·
(FvBi)340·READ·a$:POKE·&2000+f,VAL("&"a$)
(HoAm)350·NEXT:RETURN
(OiAw)360·DATA·06,0c,21,17,20,11,00,90
(ILAw)370·DATA·cd,77,0c,ed,43,23,20,ed
(JlAx)380·DATA·53,25,20,cd,7a,0c,c9,00
(MnAt)390·DATA·00,00,00,00,00,00,00,00
(GkAt)400·DATA·00,00,00,00,00,00,00,00
(BuAq)410·REM·recall·code
(FqBt)420·RESTORE·500:FOR·f=0·TO·23
(GjAm)430·READ·a$·
(HwBp)440·IF·a$="LL"·THEN·a$=RIGHT$(loadaddr$,2)
(MvBn)450·IF·a$="LH"·THEN·a$=LEFT$(loadaddr$,2)
(LpBl)460·IF·a$="SL"·THEN·a$=RIGHT$(long$,2)
(MkBt)470·IF·a$="SH"·THEN·a$=LEFT$(long$,2)
(KqAv)480·POKE·&BF08+f,VAL("&"a$)
(DiAn)490·NEXT:RETURN
(DvBt)500·DATA·3e,04,cd,5b,hd,21,00,40
(AkAh)510·DATA·11,LL,LH,01,SL,SH,ed,b0
(EiAw)520·DATA·aF,cd,5b,hd,cd,LL,LH,c9
```

```
(EuAr)310.....PLOT·sx,sy,col%
(PkAr)320.....IF·cyc%=-0·THEN·GOSUB·1010
(GoAu)330.....rx=-rx+·(zoom·*·4)
(GiAk)340...NEXT
(IiAv)350...ry=-ry+·(zoom·*·2)
(AgAl)360...NEXT
(DkAt)370·ry=-bottom+·zoom
(IiAu)380·FOR·sy=-2·TO·400·STEP·4
(LwAs)390...rx=-left+·zoom
(MuAt)400...FOR·sx=-4·TO·640·STEP·8
(FoBu)410.....IF·NOT·(TEST·(sx,-4,sy,-
2)=-·TEST·(sx,+4,sy,-2))·GOTO·460
(CCvBu)420.....IF·NOT·(TEST·(sx,-4,sy,-
2)=-·TEST·(sx,+4,sy,+2))·GOTO·460
(NmBu)430.....IF·NOT·(TEST·(sx,-4,sy,-
2)=-·TEST·(sx,-4,sy,+2))·GOTO·460
(FnAx)440.....PLOT·sx,sy,TEST(sx,-4,sy,-2)
(LpAn)450.....GOTO·480
(DuBo)460.....IF·mbx%·THEN·GOSUB·920···ELSE·GOSUB·108
0
(IuAq)470.....PLOT·sx,sy,col%
(GIBj)480.....IF·cyc%=-0·THEN·GOSUB·1010
(OgAu)490.....rx=-rx+·(zoom·*·4)
(PkAj)500...NEXT
(HnAu)510...ry=-ry+·(zoom·*·2)
(FwAk)520...NEXT
(DpAq)530·ry=-bottom
(OiAu)540·FOR·sy=-0·TO·400·STEP·4
(DsAs)550...rx=-left+·zoom
(LLAt)560...FOR·sx=-4·TO·644·STEP·8
(MiBt)570.....IF·NOT·(TEST·(sx,-
4,sy,-4,sy)=-·TEST·(sx,sy,+2))·GOTO·620
(QgBs)580.....IF·NOT·(TEST·(sx,-
4,sy,-4,sy)=-·TEST·(sx,sy,+2))·GOTO·620
(MuBv)590.....IF·NOT·(TEST·(sx,-
2,sy)=-·TEST·(sx,sy,-2))·GOTO·620
(GoA)600.....PLOT·sx,sy,TEST(sx,-4,sy)
(DvAm)610···GOTO·640
(MnBo)620.....IF·mbx%·THEN·GOSUB·920···ELSE·GOSUB·108
0
(IiAq)630.....PLOT·sx,sy,col%
(LrAx)640.....IF·cyc%=-0·THEN·GOSUB·1010
(KiAu)650.....rx=-rx+·(zoom·*·4)
(EvAk)660...NEXT
(AiAv)670...ry=-ry+·(zoom·*·2)
(CtAk)680...NEXT
(OgAs)690·ry=-bottom+·zoom
(KxAu)700·FOR·sy=-2·TO·400·STEP·4
(CHAp)710...rx=-left
(ETAt)720...FOR·sx=-0·TO·640·STEP·8
(CCvBv)730.....IF·NOT·(TEST·(sx,sy,+2)=-·TEST·(sx,sy,
-2))·GOTO·780
(QNBr)740.....IF·NOT·(TEST·(sx,sy,+2)=-·TEST·(sx,-
4,sy))·GOTO·780
(ARBs)750.....IF·NOT·(TEST·(sx,sy,+2)=-·TEST·(sx,+4
,sy))·GOTO·780
(CCvAw)760.....PLOT·sx,sy,TEST(sx,sy,+2)
(DnAm)770···GOTO·800
(LJBn)780.....IF·mbx%·THEN·GOSUB·920···ELSE·GOSUB·108
0
(GmAq)790.....PLOT·sx,sy,col%
(PxAv)800.....IF·cyc%=-0·THEN·GOSUB·1010
(EqA)810.....rx=-rx+·(zoom·*·4)
(FpAk)820...NEXT
(GuAu)830...ry=-ry+·(zoom·*·2)
(OrAk)840...NEXT
(FrBj)850·IF·scl%=-1·THEN·GOSUB·1970
(ATBb)860·k$=""···IF·blank%·THEN·GOSUB·2490
(OsBp)870·WHILE·k$<>"C"···IF·cyc%<>2·THEN·GOSUB·10
10
(PvBi)880···k$=-INKEY$···k$=-UPPER$(k$)
(CjAk)890·WEND
(Drao)900·fast%=-1
```

FASTBROT

Plot the Mandelbrot set at lightning speed (well, nearly), thanks to D. Catchpole from Sunny Scunny. The program can plot Julia sets as well, and has plenty of options such as colour cycling, and a choice of quick or accurate plotting of the sets.

Although it's certainly quicker than most, you'll still have time to take the dog for a three-mile walk while you leave the computer to it.

```
(GsAr)10..FastBrot·Generator
(NkAp)20..By·D.Catchpole
(PkAr)30..61-West·Common·Lane
(DxAn)40..Scunthorpe
(BpAn)50..S.Humberside
(BIAq)60·runit%=-1
(BwAx)70·KEY·138,"gosub·2500"+CHR$(13)
(EjCl)80·KEY·139,"mode·2:ink·0,0:ink·1,24:paper·0:pen
·1:mode·2:list"+CHR$(13)
(LpBr)90·ON·BREAK·GOSUB·2070
(DiAn)100·GOSUB·1460
(AiAl)110·END
(DqBs)120·MODE·2:INK·0,0:INK·1,24:PAPER·0:Pen·1:MODE·
2
(DiAu)130·INPUT·"Left·start···-",left
(ImAy)140·INPUT·"Bottom·start···-",bottom
(PoAr)150·INPUT·"Zoom···-",zoom
(OxAm)160·mah%=-1
(OpAn)170·RETURN
(MvAl)180·MODE·0
(NvBt)190·IF·runit%=-1·THEN·DIM·pallet%(16)···runit%
=-0
(BtQb)200·FOR·loop%=-0·TO·15···INK·loop%,INT(loop%*1
.5):pallet%(loop%)=-INT(loop%*1.5):NEXT
(ItAl)210·CLS
(IiAo)220·RETURN
(CmAx)230..Four·phase·plot·algorithm
(Dohq)240..plot·first·phase
(FvBi)250·IF·blank%·THEN·GOSUB·2460
(LmAq)260·ry=-bottom
(EvAu)270·FOR·sy=-0·TO·400·STEP·4
(NwAo)280...rx=-left
(MjAs)290...FOR·sx=-0·TO·640·STEP·8
(CCvBo)300.....IF·mah%·THEN·GOSUB·920···ELSE·GOSUB·108
0
```



```

{ItAm}910..RETURN
{EuAt}920..Mandelbrot.function
{OwBj}930...cx.:=rx.::cy.:=ry.::iter%:=0
{NlBp}940...WHILE.(cx+2.+.cy+2.<1000).AND.(iter%<.
255)
{IuAx}950.....x.:=cx*cx.::cy*cy.+rx
{FjAu}960.....cy.:=2.*cx.::cy.+ry
{LsAw}970.....cx.:=x:iter%:=iter%+1
{MkAk}980...WEND
{CxAt}990...col%:=iter% MOD 16
{DrAn}1000..RETURN
{BiAp}1010..Colour.cycle
{HjAx}1020..pallet%(16)=pallet%(0)
{LwAw}1030..FOR.loop%:=0 TO 15
{IpBl}1040..pallet%(loop%):=pallet%(loop%+1)
{IlAu}1050...INK.loop%,pallet%(loop%)
{OmAk}1060..NEXT
{HiAo}1070..RETURN
{BxAr}1080..Julia.set.iteration
{PjBm}1090..xold.:=rx.::yold.:=ry.::iter%:=0
{MvBr}1100..WHILE.(<xold+2.+.yold+2.<1000).AND.(<iter
%<255)
{OtBl}1110...x.:=xold.*xold.-.yold.*yold.+p
{HwAx}1120...y.:=.2.*xold.*yold.+q
{FmBo}1130...xold.:=x.::yold.:=y.::iter%:=iter%+1
{FqAl}1140..WEND
{MuAs}1150..col%:=iter% MOD 16
{ChVn}1160..RETURN
{DsAt}1170..Alternative.method
{AwAp}1180..start.=TIME
{OwAg}1190..ry.:=bottom
{BrAv}1200..FOR.sy.=0 TO 400 STEP 2
{NuAp}1210.....rx.:=left
{CxAu}1220..FOR.sx.:=0 TO 640 STEP 4
{HwBo}1230..IF.mab%.THEN.GOSUB.820.:ELSE.GOSUB.
1080
{GpBt}1240..IF.trans%.THEN.GOSUB.2580.:ELSE.FLO
T.sx,sy,col%
{MnBj}1250..IF.cyc%:=0 THEN.GOSUB.1010
{EsAu}1260.....rx.:=rx.+zoom+.zoom
{LnAl}1270..NEXT
{CpAt}1280..ry.:=ry.+zoom
{NxAl}1290..NEXT
{HtBj}1300..IF.scl%:=1 THEN.GOSUB.1970
{MuAo}1310..k$.="
{AgBs}1320..WHILE.k$.<."C".:IF.cyc%<.2 THEN.GOSUB.
1010.:
{BrBj}1330..k$.=INKEY$.:k$.=UPPER$(k$)
{EuAl}1340..WEND
{HrAo}1350..fast%:=0
{DrAn}1360..RETURN
{MnAt}1370..get.Julia.set.coordinates
{FkBs}1380..MODE.2:INK.0,0:INK.1,24:PAPER.0:Pen.1:MOD
E.2
{ElAs}1390..INPUT."Left.:-",left
{BqAt}1400..INPUT."Bottom.:-",bottom
{AvAs}1410..INPUT."Zoom.:-",zoom
{AuAo}1420..INPUT."P.:-",p
{CxAn}1430..INPUT."Q.:-",q
{LwAn}1440..mab%:=0
{JuAm}1450..RETURN
{FuAm}1460..main.menu
{GjAt}1470..GOSUB.2890.:getoutz.=0
{IsAr}1480..WHILE.getoutz.=0
{GvBr}1490..MODE.2:INK.0,0:INK.1,24:PAPER.0:Pen.1:MO
DE.2
{OoCi}1500..LOCATE.25,2.:PRINT.CHR$(24)*.Mandlebro
t.System.=CHR$(24)
{PrBt}1510..LOCATE.5,5.:PRINT."1....Mandlebrot.Set
.("Fast.")"
{IuBv}1520..LOCATE.5,7.:PRINT."2....Mandlebrot.Set
.("Accurate.")"
{MuBo}1530..LOCATE.5,9.:PRINT."3....Julia.set.("Fa
st.")"
{MlBs}1540..LOCATE.5,11.:PRINT."4....Julia.set.("Ac
curate.")"
{NqBj}1550..LOCATE.5,13.:PRINT."5....Colour.cycle.(
On.)"
{PjBq}1560..LOCATE.5,15.:PRINT."6....Colour.cycle.(
After.)"
{NkBn}1570..LOCATE.5,17.:PRINT."7....Colour.cycle.(
Off.)"
{AuBs}1580..LOCATE.5,19.:PRINT."8....Scale.lines.(
On.)"
{JuBn}1590..LOCATE.5,21.:PRINT."9....Scale.lines.(
Off.)"
{EoCn}1600..LOCATE.25,24.:PRINT.CHR$(24)."Please.en
ter.your.choice.or.0.to.quit."+CHR$(24)
{OgBn}1610..LOCATE.45,5.:PRINT."B....Blank.Screen"
{CuBl}1620..LOCATE.45,7.:PRINT."Z....Zoom.in"
{PoBl}1630..LOCATE.45,9.:PRINT."S....Summary.Plot"
{MnBt}1640..LOCATE.45,11.:PRINT."T....3D.transform
ation"
{KnBj}1650..LOCATE.50,15.:PRINT.CHR$(24)."Blank...
."
{LnBs}1660..IF.blank%.THEN.PRINT."ON":.:ELSE.PRINT.
"OFF"
{HvAp}1670..PRINT.CHR$(24)
{DnBr}1680..LOCATE.50,17.:PRINT.CHR$(24)."Colour.C
ycle...;"
{PoAx}1690..IF.cyc%:=0 THEN.PRINT."ON";
{NxBj}1700..IF.cyc%:=1 THEN.PRINT."AFTER";
{PkBj}1710..IF.cyc%:=2 THEN.PRINT."OFF";
{EkAq}1720..PRINT.CHR$(24)
{GmBs}1730..LOCATE.50,19.:PRINT.CHR$(24)."Scale.li
nes...;"
{KlBq}1740..IF.scl%.THEN.PRINT."ON":.:ELSE.PRINT."O
FF";
{OxAp}1750..PRINT.CHR$(24)
{JvBn}1760..LOCATE.50,21.:PRINT.CHR$(24)."3D...;"
;
{KuBs}1770..IF.trans%.THEN.PRINT."ON":.:ELSE.PRINT.
"OFF";
{JuAq}1780..PRINT.CHR$(24)
{JxBt}1790..k$.=":":.WHILE.k$.=":":.k$.=INKEY$.:.
WEND
{LtBw}1800..IF.k$.=."G".OR.k$.=."q".THEN.getoutz.=1
.:.k$.=":"
{JwCj}1810..IF.k$.=."1".THEN.GOSUB.120.:GOSUB.180:GO
SUB.230:k$.=":"
{OncI}1820..IF.k$.=."2".THEN.GOSUB.120.:GOSUB.180:GO
SUB.1170:k$.=":"
{AnCn}1830..IF.k$.=."3".THEN.GOSUB.1370.:GOSUB.180.:
:GOSUB.230:k$.=":"
{KuCn}1840..IF.k$.=."4".THEN.GOSUB.1370.:GOSUB.180.:
:GOSUB.1170:k$.=":"
{JuBn}1850..IF.k$.=."5".THEN.cyc%:=0.:k$.=":"
{OrBj}1860..IF.k$.=."6".THEN.cyc%:=1.:k$.=":"
{DnBj}1870..IF.k$.=."7".THEN.cyc%:=2.:k$.=":"
{J1Bp}1880..IF.k$.=."8".THEN.scl%:=1.:k$.=":"
{JuBn}1890..IF.k$.=."9".THEN.scl%:=0.:k$.=":"
{EvBw}1900..IF.k$.=."s".OR.k$.=."S".THEN.GOSUB.2130.:
:k$.=":"
{CiBx}1910..IF.k$.=."Z".OR.k$.=."z".THEN.GOSUB.2340.:
:k$.=":"
{OnBw}1920..IF.k$.=."B".OR.k$.=."b".THEN.GOSUB.2430.:
:k$.=":"
{BsBx}1930..IF.k$.=."T".OR.k$.=."t".THEN.GOSUB.2650.:
:k$.=":"
{KrBj}1940..IF.k$.<.".".THEN.SOUND.1,40,20
{NtAj}1950..WEND
{GvAm}1960..RETURN
{HrAr}1970..Draw.scale.lines
{AmAw}1980..MOVE.0,200.:DRAW.640,200,8
{EtAx}1990..MOVE.320,0.:DRAW.320,400,8
{AsAu}2000..FOR.yz.=0 TO 400 STEP 20
{UtBm}2010..MOVE.312,yz.:DRAW.328,yz,7
{BjAl}2020..NEXT
{JuBn}2030..FOR.xz.=0 TO 640 STEP 32
{NrAx}2040..MOVE.xz,196.:DRAW.xz,204,7
{FmAk}2050..NEXT
{NiAn}2060..RETURN
{PoAk}2070..break
{EqAg}2080..GOSUB.2490.:RUN
{NiAg}2090..set.defaults
{IkBk}2100..mab%:=0.:cyc%:=0.:scl%:=1.:fast%:=1
.:.transz.:=1
{JlBm}2110..left.:=1.8.:bottom.:=0.:zoom.:=0.00001
{BnAo}2120..RETURN
{HvAp}2130..Summary.plot
{DsAo}2140..GOSUB.120
{GsAo}2150..GOSUB.180
{HsBp}2160..ystep.:=.zoom.*.8.:xstep.:=.ystep.+.ystep
{LjAq}2170..ry.:=bottom
{OiAt}2180..FOR.sy.=25 TO 1 STEP -1
{FvAg}2190..rx.:=left
{IoAt}2200..FOR.sx.=1 TO 20 STEP 1
{EuAo}2210..GOSUB.820
{OiAw}2220..PEN.col%.:LOCATE.sx,sy
{IoAr}2230..PRINT.CHR$(143);
{GoAo}2240..GOSUB.1010
{PxAt}2250..rx.:=rx.+xstep
{LxAk}2260..NEXT
{IxAu}2270..ry.:=ry.+ystep
{AvAl}2280..NEXT
{MpAo}2290..k$.=":"
{JqBj}2300..WHILE.k$.<."C".:GOSUB.1010
{NkAk}2310..k$.=.INKEY$.:k$.=.UPPER$(k$)
{MqAk}2320..WEND
{LjAn}2330..RETURN
{DiAu}2340..Zoom.in.on.previous.image
{ChAl}2350..CLS
{NkAt}2360..INPUT."X.marker.:-.",xmark
{JuAt}2370..INPUT."Y.marker.:-.",ymark
{FrBs}2380..left.:=left.+((zoom+zoom).*.(xmark.-
.1).*8))
{OjBn}2390..bottom.:=bottom.+((zoom.*.((ymark.-
1).*10))
{JtAp}2400..zoom.:=.zoom./10
{QuBn}2410..GOSUB.180
{ElBj}2420..IF.fast%.THEN.GOSUB.230.ELSE.GOSUB.1170
{NoAt}2430..Switch.blanking.on/off
{OpBs}2440..IF.blank%.THEN.blank%:=0.:ELSE.blank%:=
1
{FpAn}2450..RETURN
{PkAr}2460..Turn.VDU.output.off
{FiBi}2470..OUT.&BC00,6.:OUT.&BD00,0
{LwBn}2480..RETURN
{DlAq}2490..Turn.VDU.output.on
{DsAq}2500..FOR.f.=0 TO 40
{ClAu}2510..FOR.g.=0 TO 12.:NEXT
{DnAx}2520..OUT.&BC00,1.:OUT.&BD00,f
{CsBp}2530..OUT.&BC00,2.:OUT.&BD00,46-(20-INT(f/2))
{CoBs}2540..OUT.&BC00,6.:OUT.&BD00,25-INT((40-
f)/1.6)
{LtBv}2550..OUT.&BC00,7.:CALL.&BD19.:OUT.&BD00,30-
((40-f)/3.2)
{HuBk}2560..NEXT
{ArAo}2570..RETURN
{ItAv}2580..3d.transformation.&.plot
{DrBj}2590..nx.=.FIX(sx.+0.707107.*.(400.-sy))
{IoBm}2600..ny.=.FIX((.iter%4.).+0.707107.*.(400.-
sy))
{AlBj}2610..nb.=.FIX(1.+0.707107.*.(400.-sy))
{CsBj}2620..MOVE.nx,nb.:DRAW.nx,ny,col%
{FkBj}2630..IF.iter%>255 THEN.PLOT.nx,ny,4
{CqAo}2640..RETURN
{NoAr}2650..Toggle.3d.on/off
{ArBs}2660..IF.trans%.THEN.trans%:=0.:ELSE.trans%:=
1
{CjAo}2670..RETURN

```



NEW GAMES LABEL

Storm warning!

Why did James Leach get up at 6am to go to the muddiest part of Bedfordshire? The answer has something to do with a new software label, a slap-up lunch, and an assortment of potent all-terrain vehicles...

I wasn't ready for the world. Not at 6am. In fact, I was rather surprised that the world was there that early. And, amazingly, there were smiling, cheerful people around, who acted as if they got up at this time every day.

I met up with battle-hardened AA vet Trenton Webb, and we set off up the motorway. Three hours later we arrived at a particularly muddy field near Leighton Buzzard. There were a lot of four-wheel drive motorbike type-things and Land Rovers around. A suspicion of what the day would hold in store began to form in my mind. It was confirmed when we were issued with aerodynamic waterproof suits.

As we were shown to our Honda four-wheel drive quad-bikes, neither Trent nor myself showed the slightest fear. Hadn't we just survived an hour on the M25? We fired up the machines and set off at a cracking pace through a wood. I spent the next 40 minutes trying to keep up with Trent, whilst watching his spine compress like an accordion when he hit bumps, rocks and trees.



We eventually stopped and dismounted. Trent was, by now, only three feet tall. Without further ado we went on to the next event. Land Rover driving. Easy, thought both Trent and I. But it was not to be. The course we had to negotiate was akin to the surface of the moon.



More Land Rover driving, but this time blindfold. I had to guide Trent around a simple

NEW GAMES ON THE BLOCK

With this heady, intoxicating mixture of excitement and naked terror, we had quite overlooked the real reason we were there. The Sales Curve, creator of quality software by appointment to The Queen Mother (didn't you know she had a 464?) was launching a new label. Called Storm, it will be the banner under which *SWIV*, *Saint Dragon* and a whole host of other extremely promising outings will be released.

- *Saint Dragon* is a horizontally-scrolling shoot-em-up with a host of original features. It has attracted much critical acclaim on other machines, and the Storm lads are promising it'll be as good on the Amstrad (but they would, wouldn't they?).
- *SWIV* is a vertically scrolling shoot-em-up. Storm promises "awesome graphics, hordes of enemies, stunning speed and destructive mayhem." Sounds good.

Another game soon to be forthcoming from Storm is *Big Run*. You'll have to drive a super-tough rally car in an off-road neck-and-neck race. Hang on! Isn't this what we've just been doing all day? Also to be released in 91 is *Rod-Land*. This is either a nightmare vision of a country peopled entirely by Rod Lawton clones editing everything



● Forthcoming arcade action on the new Storm label

in sight, or it's a cute game about fairies called Tam and Rit, who carry magic rods whilst negotiating a great many moving platforms. I only hope it's the latter.

Saint Dragon and *SWIV* should be out before December. And we'll be first with the news, previews and reviews on all Storm games. In the meantime, both Trent and I are undergoing therapy to conquer a sudden irrational fear of motorised transport.

Our Land Rover nearly ended on its roof several times. Trenton's sound advice to me went along the lines of "Arrgghh! We're all going to die!"

Next were speed trials on more little four-wheel bikes. Trenton's aerodynamic head, painfully thin frame and compressed spinal column reduced his drag coefficient to the point where he belted along, unassailable. However, next, we had to complete the same circuit, but with a glass of water on a tray in one hand, trying not to spill any, Trenty slowed right down for this. I, on the other hand, didn't care and went round at full speed yet again. Didn't spill a drop (boast, boast).

We were totally unprepared for the horrors to follow.

course and through various gates. He couldn't see a thing, and kept babbling about night operations in the jungle. Unfortunately, a few seconds later a vehicle nearby backfired and, thinking he was under enemy fire, Trenton floored the accelerator (and me). I wrestled with him for control, as we careened across Bedfordshire. By sheer luck we halted just before we hit Milton Keynes. Scared? Not a bit of it: we were terrified.

Last was the Pilot racing. These were four-wheel-drive racing buggies with scorching performance. Trent (by this time fully recovered) and myself were strapped in securely, and off we went. The high-speed course contained several jumps, and I could have sworn I bounced high enough to become a hazard to low-flying aircraft.

1ST CHOICE SOFTWARE LIMITED

for fast friendly service

EDUCATION

	Tape	Disc
Answer Back Quiz (6-11)	7.45	10.45
* Fact Files for Ans.B. Quiz		
* 20th Cent. Hist. (12+)	3.70	6.70
* Ass. Football (12+)	3.70	6.70
* Arithmetic (6-11)	3.70	6.70
* English Words (12+)	3.70	6.70
* First Aid (12+)	3.70	6.70
* Gen. Know. (12+)	3.70	6.70
* Gen. Science (14+)	3.70	6.70
* Know England (12+)	3.70	6.70
* Know Scotland (12+)	3.70	6.70
* Nat. History (10+)	3.70	6.70
* Spelling (6-11)	3.70	6.70
* Sport (14+)	3.70	6.70
* Super Sport (14+)	3.70	6.70
* World Geog. (11+)	3.70	6.70
Better Maths (12-16)	8.20	12.70
Chemistry GCSE	10.95	14.95
Early Maths (4-8)	6.70	10.95
Early Words (3-6)	6.70	10.95
French Mistress (A + B)	12.70	14.95
Fun School (2-5)	4.45	6.70
Fun School (5-8)	4.45	6.70
Fun School (8-12)	4.45	6.70
Fun School 2 (Under 6)	7.45	9.70
Fun School 2 (6-8)	7.45	9.70
Fun School 2 (Over 8)	7.45	9.70
Fun School 3 (under 5)	9.70	12.70
Fun School 3 (5-7)	9.70	12.70
Fun School 3 (over 7)	9.70	12.70
Geog. Map Quiz (9+)	8.20	12.70
German Master (A + B)	12.70	14.95
Micro English (8-17)	17.95	17.95
Micro Maths (8-17)	17.95	17.95
Physics GCSE	10.95	14.95
Primary Maths (3-11)	17.95	17.95
Sooty's Fun Numbers	7.45	10.95
Three Bears (5+) 6128	only	12.70
Thomas Tank Fun Words	7.45	10.95
Word Hang (5+)	7.45	10.95

O Level Clearance

Examiner (multiple choice)

Chemistry	5.95	8.95
Maths	5.95	8.95
Physics	5.95	8.95

Revision

Algebra/Trigonometry	5.95	-
Geometry/Set Theory	5.95	-

LEISURE & SPORT

Adidas Cham. Football	9.70	10.95
Colossus Bridge	8.95	10.95
Colossus Chess 4	7.45	10.95
Complete Games Centre	7.45	9.70
International 3D Tennis	7.45	10.95
Kenny Dalglish Soc. 2	7.45	10.95
Kick Off 2	7.45	10.95
Lotus Esprit	8.20	10.95
Oriental Games	7.45	10.95
Tie Break	7.45	10.95

BUSINESS

Mini Office (Budget)	2.99	-
Mini Office 2	10.95	14.95
Promerge	-	18.70
Prospell	-	16.95
Protex	13.95	17.95
Sprites Alive (Req. 128k)	-	14.95
Sprites Alive + Compiler	-	18.70
Tassign	-	22.45
Tasspell	-	13.95
Tasword464 (or 6128)	17.95	19.95

ARCADE

	Tape	Disc
Back to the Future 2	8.20	10.95
Beast	9.70	11.95
Bloodwyck	7.45	10.95
Castle Master	7.45	10.95
Dan Dare 3	7.45	10.95
Dark Century	7.45	10.95
Defenders of the Earth	7.45	10.95
Deliverance	8.20	10.95
Dragons of Flame	8.20	10.95
Edition One	9.70	13.45
Epyx 21	10.95	14.95
Escape PI't Robot Mons.	7.45	10.95
Exploding Wall	7.45	10.95
Heroes	10.95	14.95
Hollywood Stars	14.95	18.70
Hostages	7.45	10.95
Clax	7.45	10.95
Mega Play 2 (Light Gun)	7.45	-
Monty Python	7.45	10.95
New York Warriors	7.45	10.95
Nightbreed	8.20	11.95
Pipe Mania	7.45	10.95
Puffy's Saga	7.45	10.95
Rainbow Islands	7.45	10.95
Robocop	7.45	10.95
Secret Agent/Sly Spy	7.45	10.95
Shadow Warriors	7.45	10.95
Sim City	9.70	13.45
Snowstrike	8.20	10.95
Spherical	7.45	10.95
Stunt Car Racer	7.45	10.95
Super Off Road Racer	8.20	10.95
Teenage Mutant H. Turtle	9.70	12.70
Time Machine	7.45	10.95
TNT	10.95	18.70
Untouchables	7.45	10.95
Vendetta	7.45	10.95
Wheels of Fire	10.95	18.70
X-Out	7.45	10.95

BARGAIN BUYS

After Burner	-	5.99
Beyond The Ice Palace	2.99	5.99
City Slicker	2.99	-
Count Down	3.99	-
Crack Down	4.99	-
Cyrus 2 Chess (3D)	3.99	6.99
Dark Fusion	-	5.99
Dragon Spirit	4.99	-
Dr. Who & Mine of Terror	2.99	-
Dynamic Duo	3.99	6.99
Dynasty Wars	4.99	-
E-Motion	4.99	-
Every Second Counts	3.99	-
Firelord	2.99	-
Fire Trap	3.99	5.99
Flunky	2.99	6.99
Fourth Protocol	2.99	-
Future Knight	2.99	-
Galaxy Force	2.99	5.99
Grand Prix Master	-	7.99
Hard Drivin'	3.99	6.99
Hopping Mad	3.99	5.99
Howard The Duck	2.99	-
Incred. Shrinking Sphere	3.99	5.99
Impact	2.99	-
Karnov	2.99	5.99
Licence to Kill	3.99	-
Moonwalker	3.99	-
Not a Penny More	2.99	-
Pacmania	3.99	-
Power Drift	3.99	-
Pyraword	2.99	*
Scramble Spirit	3.99	-
Screen Designer	-	5.99
Spitting Image	2.99	-
Sonic Boom	4.99	-
Tetris	2.99	5.99
Thunderbirds	3.99	7.99
Time Scanner	-	5.99
Toobin	5.99	5.99

BUDGET 2.99 TAPES

3D Snooker
4x4 Off Road Racing
750 CC
Arcade Fruit Machine
Arctic Fox
Atom Ant
Bards Tale 1
Black Beard
Buggy Boy
Cauldron 1 + 2
Classic Arcadia 2
Cowboy Kidz
Dr. Scrimes Spook School

Tape CHEAT Disc £4.99

Ready to use cheats for your games. (Games not included.)

Disc versions have cheats for both tape and disc games. Tape versions have cheats for tape games only. Cheats work with original games, but may not work with re-released or compilation versions.

CHOICE CHEATS 1

Cheats for: Advanced Pinball Simulator, By Fair Means or Foul, Cybernoid, Flying Shark, Joe Blade 2, Kanov, Operation Wolf, Radius, Reflex, Shanghai Karate, Star Trooper & Tanum.

CHOICE CHEATS 2

Cheats for: Arkanoid, Arkanoid 2, ATV Simulator, Batman Caped Crusader, Dragon Ninja, Dynamite Dan, Empire Strikes Back, Head Over Heels, Hopper Copper, Pro Ski Sim., Solomon's Key & Treasure Island, Twin Turbo V8, Yabba Dabba Doo & Yogi Bear.

CHOICE CHEATS 3

Cheats for: AfterBurner, Big Foot, Robocop, Skweek, Storm Lord, Hit Squad, Thunderbirds, Thunder Blade, Titan, Twin Turbo V8, Yabba Dabba Doo & Yogi Bear.

(Contains cheats for budget games only.)
Cheats for: 3D Pinball, Air Wolf 2, Batman 3D, Bomb Jack 2, Count Duckula, Dragon's Lair, Fantasy World Dizzy, Fast Food Dizzy, Little Puff, Monte Carlo Casino, Paper Boy, Punch & Judy, Renegade, Scooby Doo, Wizard Willy and Wonderboy.

JOYSTICKS

Mean Green Competition Pro	£12.95
Megablaster	£6.45
Star probe	£13.95
Quickjoy 2	£5.95
Quickjoy 2 Turbo	£7.95
Quickjoy 3 Super Charger	£8.95
Quickjoy 5 Superboard	£14.95
Konix Speedking	£8.95

RIBBON REFRESH

Fabric Ribbon Restorer
Re-inks up to 30 ribbons

Only £7.95

CHRISTMAS SELECTION BOX £25

Choose up to £50 worth of selected software and peripherals for only £25.
Send SAE for details.

MAGNUM LIGHT PHASER

Complete with 6 games including Operation Wolf. Only £29.95

OCP Art Studio

OCP Advanced Art Studio (128K req.)

Disc £17.20

Disc + mouse £44.95



HAND HELD GAMES

You can play them anywhere!

1943 17.95

After Burner 23.95

Back 2 Heaven 8.95

Batman-Fight 22.95

Batman-Video 22.95

Bowling 13.95

C 18.95

Clay Shot 13.95

Combat Attack 7.95

Combat Zone 17.95

Double Dragon 24.95

Double Dribble 18.95

Football 15.95

Formula 1 6.95

Gauntlet 22.95

Ghost Catcher 6.95

Gradius 18.95

Grand Prix 18.95

Gun Fight 9.95

Indiana Jones 15.95

Karate King 15.95

Karnov 22.95

Knight Rider 17.95

Mouse Maze 15.95

Outrun 23.95

Pinball Wizard 1 11.95

Pinball Wiz. 5 Skill 15.95

Ring King 17.95

River Crossing 9.95

Runaway 8.95

Simons Quest 24.95

Skate or Die 18.95

Space Attack 7.95

Space Battle 9.95

Star Force 18.95

Sub Wars 18.95

Submarine 6.95

Teenage Turtles 18.95

Top Gun 18.95

Vampire Strike 8.95

Vindicators 24.95

GX4000 CARTRIDGES

Barbarian 2 24.95

Batman Movie 24.95

Double Dragon 24.95

Operation Thunderbolt 24.95

Shadow Warriors 24.95

Prices include VAT and P & P. All items subject to availability. Only UK orders please.

To order fill in the coupon or write the details on paper and send it with a cheque or postal order to

1st Choice Software Ltd.,
Dept AA12, 4 Paul Row,
Summit, Littleborough,
Lancashire. OL15 9QG

phone 0706 72728

Access and Visa

holders can

order by

phone.

CompuMart

ALL PRICES
INCLUDE V.A.T.

NEW

LOWER PRICES

Amsoft

3" CF2
DISKS

- Genuine Amsoft
- Guaranteed Quality and Reliability
- Buy from the UK's LARGEST SUPPLIER

BOX OF FIVE £10.87

BOX OF TEN £19.90

FREE
AMSCASE 3" STORAGE
BOX WHEN YOU
SPEND OVER £30!

NEW LOWER PRICES
CF-2
COMPACT FLOPPY DISC

AMSCASE

3" DISK STORAGE
CASE - HOLDS
10 DISKS

£4.95

**AMS 30L
STORAGE BOX**

- Can accommodate up to 30 3" uncased disks or 15 3" cased disks
- ONLY £9.95

SAVE £5

LISTING PAPER

11" x 9½" 60gsm
1000 SHEETS £7.95
2000 SHEETS £14.95

(PLEASE ADD £4.00 TOWARDS DELIVERY ON ORDERS FOR PAPER UNLESS YOU ORDER WITH OTHER ITEMS, THEN DELIVERY IS FREE.)

24 HR. ORDER HOTLINE 0509 610444

**FREE*
DELIVERY**

(EXCEPT PAPER). ALL GOODS
USUALLY DESPATCHED SAME DAY.
PLEASE ALLOW 2-5 DAYS

GUARANTEE

IF ANY ITEM PROVES FAULTY
WITHIN 12 MONTHS OF PURCHASE
WE WILL REPLACE OR REFUND.

**CUSTOMER
SUPPORT**

FRIENDLY ADVICE AND AFTER-SALES SUPPORT - ANY
PROBLEMS QUICKLY RESOLVED

SUBS PRICES HELD! SAVEM

BACK ISSUES

FEW IN STOCK, SELLING OUT FAST - GET YOUR COPIES WHILE THEY LAST!



ISSUE 54 • £1.45
Comms explained,
RSXs laid bare,
weather satellites
and CRTC chip tips.



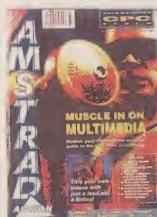
ISSUE 55 • £1.45
Education special,
Heart research, Phil
Howard takes over
Cheat Mode with
Myth Mastergame.



ISSUE 56 • £1.45
Free 'Cheat Mode'
book, French scene
explored, Mega
game series begins.



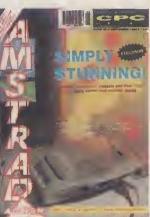
ISSUE 57 • £1.45
Joysticks round-up,
ECT show report,
gallery and TWO
Mastergames.



ISSUE 58 • £1.45
Multi media on the
CPC, PC - CPC
transfers, Accounts
and Fantasy World
Dizzy map.



ISSUE 59 • £1.45
Four Raves and a
Mastergame! Naked
Video and
Blockbuster series
concluded.



ISSUE 60 • £1.45
Amstrad's new
console and Plus
machines under the
microscope.
Exclusive analysis.



ISSUE 61 • £1.45
Fifth birthday issue
with cover tape and
special boardgame.
Iron Lord and Monty
Python reviewed.

**SORRY SOLD OUT!
ISSUES 1-45, 48-50, 52**

ISSUES STILL AVAILABLE

46 • £1.45

Good book guide, memory expansions explained plus Phil Howard's Insider Dealing and Emma Broadley.

47 • £1.45

Lightspeed and its games reviewed, Pandora games writing pack examined.

51 • £1.45

Batman and Powerdrift get the treatment, PC Show report, RSX LIB, Nirvana and Sprites Alive reviewed.

53 • £1.45

EPROMs feature, PD column begins plus an awesome Batmap.

**DON'T
MISS OUT!**

ABOVE PRICES FOR UK ONLY

OVERSEAS PRICES: EUROPE £5 REST OF WORLD £7

TO ORDER BACK ISSUES USE THE SUBSCRIPTIONS ORDER FORM OPPOSITE.

CompuMart

COMPUTER LIMITED, FREEPST (AMA)
JUBILEE DRIVE, LOUGHBOROUGH, LEICS. LE11 0BR
TEL: 0509 610444 FAX: 0509 610235

E MONEY NOW! SUBS PRICES HELD! SAVE MONEY NOW!

FREE GAME!

LOARDS OF CHAOS

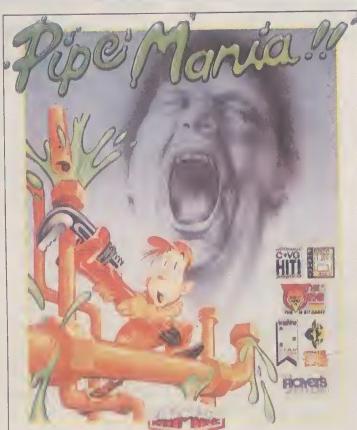


Lords of Chaos is the magical sequel to Laser Squad, one of AA's all time favourite strategy wargames.



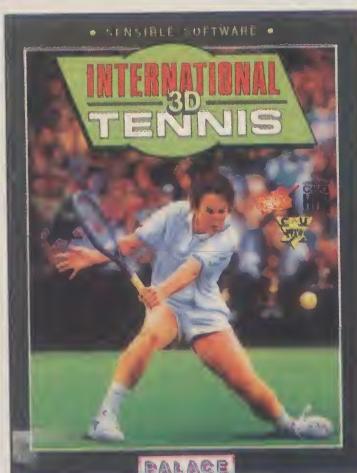
PIPE MANIA

Incredibly addictive two player plumbing game. You'll never curse a U-bend again!



INTERNATIONAL 3D TENNIS

Tennis at its most realistic. Smashes, lobs and spin all in 3D for a whole season of on court action.



YOUR NO RISK GUARANTEE

You can cancel your subscription at any time and we will refund you for all unmailed issues.

WHEN YOU SUBSCRIBE TO AMSTRAD ACTION

SAVE

the time and hassle of having to collect your copy

AVOID

the unthinkable possibility of missing an issue

GUARANTEE

your copy every month, get the most out of your machine and . . . get a free game into the bargain!

12 ISSUES OF YOUR FAVOURITE MAGAZINE PLUS A FREE GAME . . . FOR ONLY £19.20!

Makes a whole lot of sense, doesn't it? Don't delay, complete the coupon or . . . phone our credit card hotline on 0458 74011 . . . right now!

YES! Please enter/renew my subscription to Amstrad Action and send me my free game.

My choice of game is as follows (please tick one only)

LORDS OF CHAOS INTERNATIONAL 3D TENNIS PIPE MANIA

My choice of subscription for 12 issues is as follows (tick as appropriate)

UK£19.20 Europe£34.20 Rest of World£49.20

To ensure you get the best possible service all overseas subscriptions are sent Air Mail

Please also send me the following back issues (see opposite page for prices)

(please circle issues required) 46 47 51 53 54 55 56 57 58 59 60 61 62

Name

Address

.....Post Code

My method of payment is (tick your choice) Total payment £.....

Access/Visa Cheque (make payable to Future Publishing Ltd)

Card No

Expiry date

Enclose this coupon (together with your cheque if applicable) in an envelope to:

Amstrad Action Subscriptions, FREEPOST, Somerton, TA11 7BR

SPECIAL OFFER

DISCOUNT SOFTWARE

from M.J.C. SUPPLIES

DISC GAMES

MJC SPECIAL

T.N.T.

RRP £24.95 Our Price £16.95
Offer runs from 1/12/90 to 31/12/90

Back to the Future 2	10.95
Bloodwyck	10.95
Castle Master	10.95
Dan Dare 3	10.95
Deliverance	10.95
Double Dragon 2	10.95
Dragons of Flame	14.95
Edition 1 Compilation	10.95
E-Motion	10.95
Hammerfest	10.95
Heroes Compilation	14.95
Hostages	10.95
Impassamole	10.95
Klax	10.95
Lords of Chaos	10.95
Monty Pythons Flying Circus	10.95
Oriental Games	10.95
Pipe Mania	10.95
Rainbow Islands	10.95
Sim City	12.95
Shadow Warriors	10.95
Stunt Car Racer	10.95
Tie Break	10.95
Time Machine	10.95
Tolkien Trilogy	12.95
Turrican	10.95
Tusker	10.95

EDUCATIONAL

Learn to read with prof	17.95
Animal, Vegetable, Mineral	11.95
Answerback Junior Quiz	10.95
Factfiles (require Answerback Quiz)	
Arithmetic (6-11 yrs)	7.95
Spelling (6-11)	7.95
Sports (12-adult)	7.95
Fun School 1 10 programs per disc	
For 2 to 5 years	6.95
For 5 to 7 years	6.95
For 8 to 12 years	6.95
Fun School 2 8 programs per disc	
For 2 to 6 years	8.95
For 6 to 8 years	8.95
For 8 to 12 years	8.95
French Mistress (12-adult)	12.95
German Master (12-adult)	12.95
Spanish Tutor (12-adult)	12.95
Italian Tutor (12-adult)	12.95

CASSETTE BASED

Mini Office 2	9.95
Maxam 464	15.95
Protext 464	15.95
Tasword 464	15.95
French Mistress	12.95
German Master	12.95
Italian Tutor	12.95
Spanish Tutor	12.95
Answerback Junior Quiz	7.95

DISC SERIOUS

Protext	17.95
Prosspell	16.95
Promerge	16.95
Tasword 6128	23.95
Tasword 464-disc (464/664)	23.95
Taspell	14.95
Taspint	11.95
Tascopy	11.95
Tasdairy	11.95
TasSign (6128)	23.95
Qualitas Plus v2	14.95
Qualitas Font Library	11.95
Qualitas CPC+ disc	8.95
MiraPrint (24 pin Qualitas)	19.95
MiraCopy (24 pin screen dump)	14.95
Masterfile 3 (Database)	29.95
Mastercalc 128 (Spreadsheet)	25.95
Matrix (Spreadsheet)	29.95
Stockmarket (share analysis)	25.95
Money Manager (home accounts)	21.95
Stop Press Desktop Publisher	34.95
Extra! Extra!	19.95
X-Press v2.0	18.95
Sprites Alive!	17.95
Sprites Alive! Compiler	22.95
Maxam Assembler	18.95
Mini Office 2	13.95
Advanced Art Studio	19.95
ColourDump 2	12.95

ACCESSORIES

Mastering Machine Code Book	8.95
Programming the Z80 book	23.95
DKT 64K Memory Expansion	45.95
Multiface 2 Plus	39.95
KDS 8 bit Printer Port	18.95
KDS 8 Bit Printer Port	R.R.P £36.90
Package Price £31.95	
Quali Pack Extra V.2	£51.85
Qualitas Plus V.2	
KDS 8-bit printer port	
Qualitas font library	
Our Price £41.50	

Quali Pack V.2

The Print Enhancement Package

Qualitas Plus V.2

KDS 8 Bit Printer Port

R.R.P £36.90

Package Price £31.95

Quali Pack Extra V.2

Qualitas Plus V.2

KDS 8-bit printer port

Qualitas font library

RRP £51.85

Our Price £41.50

PRINT COLOUR GRAPHICS!

At last it is possible to get colour screen dumps from a 6128!

Colourdump 2 is available exclusively from M.J.C. Supplies. Will take a standard screen file from the Advanced Art Studio or created with AMX Art, and Prints out in full colour on a Star LC10 colour printer. Also works on Epson compatibles (inc. DMP 2000/2160) with coloured ribbons.

Colour Dump 2 £12.95

Advanced Art Studio £19.95

Star LC-200 PRINTER £219.95

NEW 3.5" DISC DRIVES

Quality CUMANA branded 3.5" disc drives enabling your CPC to use the cheap 3.5" discs in either standard 178k format or with Ramdos formats up to 800k can be used. The drives come complete with built in power supply, on/off switch, cable, and even a 3 pin plug. Suitable for all CPC's, although 464 owners must have a DD1 before these drives can be used.

3.5" Disc Drive (complete) **79.95**
Ramdos (big format software) **19.95**
ROMdos (as above, with ROM) **29.95**
10 3.5" blank discs **6.95**
20 3.5" blank discs **13.00**

AMSTRAD 6128 PLUS COMPUTERS

Amstrads replacement for the CPC 6128 is now available.
 with Colour Monitor £399.95
 with Mono Monitor £319.95

RIBBONS

Printer	1	2	5	Quantity
DMP 2000/3250	3.00	5.50	12.95	
Panasonic KXP1081	3.95	7.00	15.00	
Citizen 120-D	3.95	7.00	15.00	
Star LC-10 Black	3.95	7.00	15.00	
Star LC24-10	4.95	9.00	18.00	
Panasonic KXP-1124	5.95	11.00	--	
Star LC-10 Colour	5.95	11.00	--	
Heat Transfer Ribbons (for iron-on transfers)				
Citizen 120-D	10.95	19.95		
Panasonic KXP 1081/10.95	10.95	19.95		
Star LC-10 Black	10.95	19.95		
Star LC-10 Colour	16.95	29.95		

ROM BASED

Protext	27.95
Prosspell	22.95
Promerge Plus	22.95
Maxam	27.95
Maxam 1.5 (needs Protext ROM)	20.95
Utopia	20.95
BCPL	21.95
Rombo (if ordered with ROM)	28.95

ALL ABOVE PRICES INCLUDE VAT, POSTAGE & PACKING IN THE U.K.
THE ABOVE SOFTWARE IS ONLY FOR THE AMSTRAD CPC RANGE

PRICES INCLUDE VAT & POSTAGE TO THE U.K.

Education, Local Authority and Government orders welcomed.

Overseas customers also welcome, please call or write for quotations.

All goods subject to availability, all prices subject to change without notice. E&OE.

CALLERS WELCOME: 9.30 TO 5.00, SIX DAYS.

M.J.C SUPPLIES, (AA)

2 THE ARCHES, ICKNIELD WAY, LETCHWORTH, HERTS, SG6 1UJ

TELEPHONE ORDERS AND ENQUIRIES

LETCHWORTH (0462) 48.11.66 (6 lines) FAX: (0462) 670301

Prop. M.J. Cooper



Excellent text quality, build quality, paper handling and control panel. Please call for advice if you require graphic output £259.95

PANASONIC KXP 1124

The replacement for the popular LC24-10, with the same 5 letter quality fonts, shadow and outline effects, and again, much quicker and with improved paper handling. Please call for advice if you require graphic output £269.95

PANASONIC KXP 1120

The latest colour printer from Star. Not only very fast, but offers new paper handling features. Probably the best buy for Christmas £219.95

STAR LC24-200

The replacement for the popular LC24-10, with the same 5 letter quality fonts, shadow and outline effects, and again, much quicker and with improved paper handling. Please call for advice if you require graphic output £269.95

PANASONIC KXP 1120

The replacement for the popular LC24-10, with the same 5 letter quality fonts, shadow and outline effects, and again, much quicker and with improved paper handling. Please call for advice if you require graphic output £269.95

TREASURE ISLAND

1 2 3 4 5 6 7 8 9 10

CASH PRIZES

0898 313 586

Infodial PO Box 36 LS1 4TN Call Charges 33P Per min Cheap Rate 44P all other times

WANTED

USE YOUR VOICE
TO OUTDRAW THE
GUNFIGHTER

CASH PRIZES

DEAD OR ALIVE

0898 31 35 78

INFODIAL POBox 36 LS1 4TN Call charges 33p Per Min Cheap 44p Per Min All Other Times

FRENCH TEST

For beginners and advanced alike

ONLY £15.95

Relieve the stress of GCSE or simply have fun doing homework — either way you cannot fail to learn using this colourful and flexible machine-code program

- ★ Over 2500 words are organised into more than 80 different topics and 40 dictionary tests.
- ★ The program works on two levels - a Quick Test for rapid revision and a Full Test for language learning.
- ★ Simple menus and colourful graphics using flags and other symbols to guide you through the program.
- ★ Enjoy the flexibility of merging and selecting from preset topics or add your own vocabulary and merge a term's homework to revise for your school exams.
- ★ Standard GCSE topic areas are provided with all the necessary vocabulary plus some useful phrases — you just select which level you require: BASIC or HIGHER
- ★ Charts recording the number of times a Test is done together with the last score achieved assist in the organising of a revision timetable.
- ★ The inbuilt PROGRESS ASSESSMENT together with a sophisticated marking system will prove to you that this method of learning really works.

NOTE: Using this program ensures success at GCSE — pass or we guarantee to refund your money in full.

PLUS

LA GUILLOTINE — Hangman with a difference!

Keep your head when guessing the translation.



ALL CPCs - DISC ONLY



Cheques/P.O.s to: GMF Programs, 21 Northwick Park Road, Harrow, Middx. HA1 2NY Tel: (081) 861 2891



For Top Quality Products And Top Quality Service
We Welcome You To...

Cottage Computers and Software

Dear Reader

With the flexibility of our service used across the board, many families and businesses are now enjoying their Computers and Software to the full, in the safe knowledge that if requested, we will support and advise them on all Computer Merchandise whenever possible. Each month we review a wide selection of the new Software available enabling us to offer Product Guidance to our Customers. Also we update our already extensive database of Software Tips, Game Cheats and Computer Information covering the entire range of popular Computers. Any Customer can contact our office to request information and help with Software and we will be happy to offer all the advice we can. This information can be given over the telephone but if there is an amount of copy paper involved than we respectfully request that you forward £1.00 to cover postage and paper, we will then research our product files and forward all relevant information available on to you. We are sure that you will appreciate the convenience and excellent value of this unique service.

Cottage Software CPC TOP 15 Chart T-TAPE

Batman The Movie	T £6.99
Bloodwych	T £6.99
Chase HQ	T £6.99
Hostages	T £6.99
Klax	T £6.99
Lords Of Chaos	T £6.99
Nightbreed (Action)	T £7.99
Pipermania	T £6.99
Rainbow Islands	T £6.99
Rick Dangerous II	T £6.99
Robocop	T £6.99
Shadow Warriors	T £6.99
The Spy Who Loved Me	T £6.99
Untouchables	T £6.99
X-Out	T £6.99
Available on Disk at	D £10.99

FULL RANGE OF LEISURE AND BUSINESS SOFTWARE

• PRIZE DRAW •

ALL CUSTOMERS WHO BUY FROM COTTAGE SOFTWARE RECEIVE A UNIQUE NUMBER WHICH IS ENTERED IN OUR MONTHLY SOFTWARE GAME PRIZE DRAW

30p S.A.E. FOR: PRICE LIST AND INTRODUCTORY LETTER

ALL PRICES INCLUDE VAT. PLEASE ADD £1.00 TO YOUR TOTAL SOFTWARE ORDER TO INCLUDE FIRST CLASS POST & PACKING THANK YOU

ORDER/ADVICE HOT LINE.
0703 740342
MONDAY TO SATURDAY
10 A.M. UNTIL 7 P.M.
ANSWERPHONE
AFTER HOURS

SOFTWARE TIPS/GAME
CHEATS REVIEWS AND
INFORMATION SENT
ON REQUEST JUST
WRITE OR PHONE
FOR DETAILS

Leisure / Serious
Software available for:

AMIGA AMSTRAD
ATARI SPECTRUM
COMMODORE 64 Also
IBM P.C. Compatibles
GAME CONSOLES

CHEQUE POSTAL
ORDERS AND
CREDIT CARD
FACILITIES AVAILABLE



We offer a friendly reliable service supplying computers and peripherals leisure and serious software. Overseas orders very welcome. Full back up advice service. If we can help we will. All letters answered A.S.A.P. Please enclose 38p S.A.E. THANK YOU

COTTAGE COMPUTERS & SOFTWARE
AMSTRAD CPC Manager. P.O. BOX 34
ROMSEY HAMPSHIRE SO51 8YW
TELEPHONE: 0703 740342

Software for serious sports enthusiasts

POOLSWINNER II

THE ULTIMATE POOLS PREDICTION PROGRAM

- MASSIVE DATABASE Poolwinner is a sophisticated Pools prediction aid. It comes complete with the largest database available: 22000 matches over 10 years.
- PREDICTS Not just SCOREDRAWS, but NO-SCORES, AWAYS and HOMES too. Predictions are based on many factors ... recent form, the massive database, current league standing, goal scoring rates, and draw averages (each factor is independently switchable by the user).
- SUCCESSFUL Selec guarantee that Poolwinner performs significantly better than chance.
- LEAGUE AND NON-LEAGUE matches are covered.
- FULL LEAGUE TABLES are automatically generated as results are entered.
- FULL PRINTER SUPPORT
- AUTOMATIC FIXTURE GENERATION : Fixtures for English and Scottish League matches are generated automatically by Poolwinner's sister program FIXGEN...



Billed with detailed instruction booklet

FIXGEN 1990/91

- No need to struggle for hours to get the fixture list into the computer — just type in the date, Fixgen contains the complete fixture list for the whole year's league soccer. (Published under licence from the Football League, and the Scottish Football League).

£26.50

Poolwinner with Fixgen.

COURSEWINNER V3

THE PUNTERS COMPUTER PROGRAM



- The ORIGINAL, and still the BEST computer punter's aid.
- Coursewinner V3 uses all the most important form pointers (past form, speed ratings, prize money, course statistics, jockey form, trainer form etc) to give a detailed assessment of every runner's chances, not just a tip.
- Vital statistics of all British courses (Draw advantage, Top Trainers and Jockeys etc) are included in the database.
- Includes both FLAT and NATIONAL HUNT versions.
- Full Printer support

£24.00

Available for... IBM (5.25", 3.5") Amstrad CPC
AMIGA BBC
Atari ST Commodore 64/128
Amstrad PCW Spectrum

State TAPE or DISC
(Add £2.00 for Disc).

Send Cheque / PO
for return of post service to

Selec Software (Est. 1984)
62 Altringham Rd, Gatley, Cheadle, Cheshire SK8 4DP

(send for full list of our software)

VISA
Mastercard
phone 24 hrs

Cheat Mode

Another bumper crop of hints, tips and pokes from Uncle Phil...

Defenders of the Earth

Having trouble defending the Earth? I bet you are – to say the play was brisk would be an understatement. Tape owners can give themselves a bit of a breather with this poke from Defender-of-the-Street, Graham Smith.

```
{PlAr} 1.'-Defenders.of.the.Earth
{HvAq} 2.'-By.Graham.Smith
{LxAu} 3.'-Infinite.lives.-tape-
{FtAj} 4.'
{CqAt} 10.DATa.11,00,01,43,cd,77
{MkAu} 20.DATa.bc,cd,ff,bb,21,13
{MrAu} 30.DATa.be,22,3f,01,c3,00
{CwAu} 40.DATa.01,21,18,08,22,61
{HjAp} 50.DATa.84,c3,dd,a9
{OsAr} 60.FOR.j=0.TO.27:READ.a$
{ArAt} 70.x=VAL("@"+a$):y=y*x
{MwAt} 80.POKE.j+48640,x:NEXT.j
{GnAs} 90.IF.y()>2693.GOTO.110
{EwAo} 100.CALL.48640
{HuAq} 110.PRINT"data.error"
```

- Multiface pokes for tape **DOE**

Address	Poke	Effect
8461	18]	Inf lives
8462	08]	

Guardian Angel

A last minute poke from Andy Price down in Dunstable, who has stumbled on this new Codemasters game, and chose to offer a number of lives to fight with...

Make mine Aleister Crowley, Genghis Khan and Jack the Ripper.

```
{CnAq} 1.'-Guardian.Angel
{GwAr} 2.'-by.ANDY.PRICE
{FsAj} 3.'
{CpAs} 10.DATa.ED,SB,38,BD,DS
{NoAq} 20.DATa-AA,D1,ED,S3,2D
{AlAs} 30.DATa-BE,A5,21,37,BD
{ChAt} 40.DATa-3E,C3,77,23,3E
{PkAr} 50.DATa-25,77,3E,BE,23
```

```
{GIAa} 60.DATa.77,21,40,00,E3
{N1Ar} 70.DATa.11,00,BB,00,C3
{ChAr} 80.DATa.4A,3A,3E,09,32
{JqAs} 90.DATa.6A,91,41,50,CF
{DrAr} 100.MEMORY.83000:LOAD"!"
{NvAp} 110.FOR.a=&BE00.T0.&BE2C
{IwAu} 120.READ.p$:p=VAL("@"+p$)
{CxAt} 130.POKE.a,p:y=y+p:NEXT
{FxAt} 140.IF.y()>1288.THEN.170
{N1At} 150.INPUT"Number.of.lives":z
{HuAt} 160.POKE.&BE26,z:CALL.&BE00
{FuAu} 170.PRINT"DATA.error":STOP
```

- Multiface poke for **Guardian Angel**

Address = 916A Poke = No.

Escape from the planet of the Robot Monsters

I know a couple of these robot monsters personally... I work for one (er, excuse me? – ed), and the other lives up the road. I'm sure neither would be too pleased to hear me say that, but then that's robot monsters for you. (Give my regards to the people at the DSS – ed)

Graham sees them off with the usual zeal using his tape poke.

```
{HvAu} 1.'-Escape.from.the.Planet
{BjAt} 2.'-of.the.Robot.Monsters
{HwAq} 3.'-By.Graham.Smith
{MpAv} 4.'-Infinite.credits,bombs
{J1Ap} 5.'-&Power.-tape-
{FlAt} 6.'-Remove.unwanted.pokes
{FwAi} 7.'
{HIAu} 10.DATa.11,00,00,43,cd,77
{AnAu} 20.DATa.bc,21,0f,be,22,82
{KpAs} 30.DATa.80,eb,e9,cd,b3,00
{CpAt} 40.DATa.3e,3d,32,1a,42,3e
{UpAt} 50.DATa.35,32,46,4b,3e,3a
{BpAq} 60.DATa.32,87,68,c9
{MvAq} 70.FOR.j=0.TO.33:READ.a$
{DsAt} 80.x=VAL("@"+a$):y=y*x
{PxAt} 90.POKE.j+48640,x:NEXT.j
{NkAr} 100.IF.y()>3291.GOTO.150
{OkAs} 110.POKE.48659,0:'credits
{NkAs} 120.POKE.48664,0:'bombs
{HmAv} 130.POKE.48663,201:'power
{ExAs} 140.MODE.1:CALL.48640
{NmAp} 150.PRINT"data.error"
```

- Multiface poke for **Robot Monsters**

Address	Poke	Effect
421A	00	Inf Credit
4B46	00	Inf Bombs
6887	C9	Inf Power

Periscope Up & Snowball in hell

Iain Purdie of Gateshead is the chappie to thank for the next couple of hack attacks **Periscope Up** and **Snowball in Hell**. He gave up some valuable revising time to put these two pokes together. Lets hope it was the right decision to make from your point of view Iain.

```
{H1As} 10.'Periscope.Up.Cheat
{CqAg} 20.'(c)Iain.Purdie.1990
{EpAm} 30.'Method.1
{KuAo} 40.MEMORY.&54FF
{MxAr} 50.LOAD"periscope",&5500
{E1Al} 60.MODE.1
{NgAo} 70.POKE.&5584,&60
{JuAq} 80.POKE.&5585,&62
{LmAs} 90.FOR.x=&6260.T0.&626F
{NtAt} 100.READ.a$:a=VAL("@"+a$)
{IuAt} 110.y=y+a:POKE.x,a:NEXT
{I1Bm} 120.IF.y()>44A7.THEN.PRINT"Data.error":END
{IuAq} 130.CALL.&551F
{NmAw} 140.DATa.af,32,db,1d,32,Sc,1f,32
{KuAu} 150.DATa.56,11,32,81,11,c3,00,01
```

- Multiface pokes for **Periscope up**:

Address	Poke	Effect
1DDB	00	Inf lives
1F5C	00	Inf scouts
1156	00	Inf fuel
1181	00	Inf air

Things change! When you are a snowball the last place you want to be is in hell! However, fireproofing at the ready (in the shape of infinite lives), comes Iain Purdie – all of a sudden you do stand a chance of winning.

```
{BwAv} 10.'Snowball.In.Hell.Cheat
{CqAg} 20.'(c)Iain.Purdie.1990
{EpAm} 30.'Method.1
{IwAo} 40.MEMORY.&7FFF
{IrAs} 50.LOAD"slead.bin",&8000
{GIAu} 60.MODE.1:POKE.&8014,&C3
{PlAr} 70.POKE.&8015,&2A
{IrAg} 80.POKE.&8016,&80
```



```
{PkAr} 90·FOR·x=&802A·TO·&803B
{NtAt} 100·READ·a$:a$=VAL("&"$+a$)
{IuAt} 110·y=y+a:POKE·x,a:NEXT
{BtBn} 120·IF·y>&554·THEN·PRINT"Data·error":END
{BmAp} 130·CALL·&8000
{OsBj} 140·DATA·af,32,1a,10,21,0b,80,01,03
{IuBj} 150·DATA·00,11,14,80,ed,0b,c3,14,80
```

- Multiface poke for *Snowball*. Inf lives:
Address = 101A Poke = 00

Space Rider

Collecting gems can be a real problem, in a world where everything is out to zap you, (ever been shopping down Oxford street?). Anyway, infinite life makes their discovery a bit easier – infinite cash would be nice! This tape poke is

from Graham (I'm quite a gem myself) Smith.

```
{M1An} 1·'·Space·Rider
{G1Ag} 2·'·Jet·Pack·Co.
{HwAg} 3·'·By·Graham·Smith
{ExAs} 4·'·Infinite·lives
{D0Ag} 5·'·Tape--·Method·1
{FvAj} 6·'
{DiAs} 10·DATA·2a,39,00,22,14
{KtAs} 20·DATA·be,21,0d,be,22
{CvAs} 30·DATA·39,00,c9,f5,af
{OvAs} 40·DATA·32,c4,5f,f1,c3
{JlAs} 50·FOR·j=0·TO·19·READ·a$·
{NqAs} 60·x=VAL("&"$+a$):y=y+x
{JvAt} 70·POKE·j+48640,x:NEXT·j
{BpAg} 80·IF·y<>2068·GOTO·100
{I1Ar} 90·CALL·48640:RUN"
{OsAp} 100·PRINT"Data·error"
```

- Multiface poke for *Space Rider*

Address	Poke	Effect
5FC4	00	Inf lives

Future Bike

On your bike! In Westminster they spell bike BMW, but this is no place for political satire. In the future your trusty ten-speed will look like Afterburner, and lampposts will be made of rubber. Trick cyclist Graham Smith rides to the rescue – the tape version gets infinite lives.

```
{ApAu} 1·'·Future·Bike·Simulator
{HwAg} 2·'·By·Graham·Smith
{EwAs} 3·'·Infinite·lives
{HnAg} 4·'·Tape--·method·1
{FuAj} 5·'
{PpAu} 10·DATA·3e,a7,32,7f,0e,c3
{KwAt} 20·DATA·13,03,cd,ff,bb,21
{LpAs} 30·DATA·ef,7f,22,60,00
{AqAu} 40·FOR·j=0·TO·16·READ·a$
```

```
{KpAs} 50·x=VAL("&"$+a$):y=y+x
{NgAu} 60·POKE·j+32751,x:NEXT·j
{MKAt} 70·IF·y()>1941·GOTO·100
{NpAg} 80·MEMORY·32222:LOAD"
{JtAn} 90·CALL·32759
{OsAp} 100·PRINT"Data·error"
```

- Multiface poke for *Future Bike*

Address	Poke	Effect
0E7F	A7	Inf lives

Fantasy World Dizzy

I can't imagine why we have never had a poke for *Dizzy 3* (*Fantasy World*) – there has been just about everything else for it. Anyway, Belfast's John Girvin has supplied you with this goodie to poach the little fellow with.

```
{CtAg} 1·'·DIZZY·3·hacks
{LnAp} 2·'·By·John·Girvin
{IkAo} 3·'·August·1990
{FtAj} 4·'
{HmAs} 10·OPENOUT"d":MEMORY·&3A42
{JjAr} 20·CLOSEOUT:MODE·1
{HpAr} 30·LOAD!"dizzy3",&3A43
{CwAg} 40·addr=&BE80:RESTORE
{HmAn} 50·READ·byte$
{DkBj} 60·IF·byte$=="POACHED":THEN·CALL·&BE80
{JjAs} 70·POKE·addr,VAL("&"$+byte$)
{BmAr} 80·addr=addr+1:GOTO·50
{OuAv} 90·***·LEAVE·ALL·LINES·IN***·
{KuAv} 100·DATA·21,88,be,0e,ff,c3,16,bd
{LnAw} 110·DATA·3e,c3,21,9e,be,32,76,3a
{LoBi} 120·DATA·22,77,3a,21,40,00,e5,21
{IkAw} 130·DATA·00,bb,e5,c3,4b,3a,3e,c3
{PuAw} 140·DATA·21,b2,be,32,37,hd,22,38
{NiAw} 150·DATA·bd,f3,f1,c9,a4,48,4c,46
{MqAv} 160·DATA·08,5a,3e,a7,32,63,a0,2a
{PqAv} 170·DATA·44,bf,e9,POACHED,4a
```

- Multiface poke for *Dizzy 3*

Address	Poke
A063	A7

Dynasty Wars

For all in the Joan Collins fan club, here's a nice keypress for *Dynasty Wars* from James O'Hara of Selby – Press SHIFT and ZERO when playing and you slip casually into the next designer label, er... level.

Pro Powerboat Sim

David Higgins of Ballygluimin Co. Galway has discovered the keypress cheat for Codemasters' (Jason Falcus and OPTIMUS Software) *Pro Powerboat Simulator* – Press ESC to pause the game then by pressing the keys "1", "2", "Z", "X", and "SPACE" you get infinite lives. Well done Dave, I knew Jason had shoved one in there somewhere.

Bubble Ghost

Here are a few tips from Chris Godfrey of Basingstoke: On the start screen move the ghost to the ERE sign and blow the right hand side. A secret passage will appear on the right – take the bubble through and you will gain easy access to other parts of the game, the right hand exit will lead you out altogether. Other tips are to blow the Trumpet and explode the Head. Also, blow the Fan control to turn it off... see if you can find any more.

Turrican

One for *Turrican* by Colin Kinsella of Luton – when the game starts move to the extreme left and jump to reveal an extra life, you should also now have infinite credits.

Colin also suggests that on *Ricochet* pressing TAB will move you to the next stage and you will have infinite lives.

Pirates

Another tip for *Pirates* fanatics out there from Rachel Jones in Preston (we don't see a lot of ladies here in Cheat Mode), who suggests that if, when you attack a town, the gold has already been spirited away, what to do is march by land to another town, attack that, then march back to the first and attack it again. This time they will yield all their booty. Another clever idea is to only marry the women that are being courted by the Dukes – it will make your rank at the end of the game much higher. To do this, it helps if you pick Wit and Charm as your special skill, but only do it if you are competent enough at fencing to manage without that.



Max's office	58629
Mansion	16349
Dog and bone	38312
Tower	59112
Tunnels	87327
Church	68495

They have also discovered that on *Rastan* tape owners can use the old trick of winding the tape forward instead of loading the next level – whatever level you wind to will load in (not that there's a terrible lot of difference!).





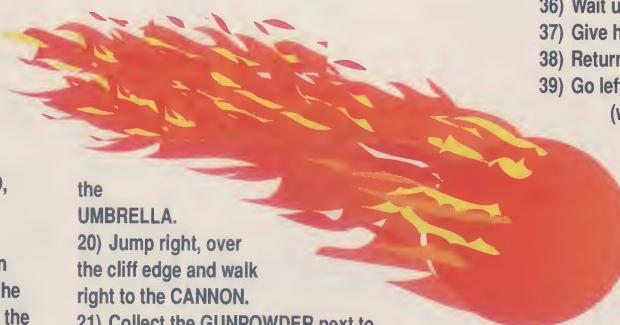
TERRAMEX - THE COMPLETE SOLUTION

The complete solution to *Terramex* supplied by John Hillier and Geoff LeGouais is with us at last, for a game that has been around since the days of dear departed Bobby Wade. Will Eyestrain save the world? will the world get eyestrain? Do I know what I'm talking about?

- 1) Collect the VACUUM.
- 2) Fly up and collect the ACME EXTENDING BRIDGE.
- 3) Go right and collect the PARTY MANIFESTO, the SILVER LINING, the UNICYCLE and the UMBRELLA.
- 4) Go to the far left of the cloud room, stand on the edge of a cloud and parachute down using the UMBRELLA. Collect the GUNPOWDER, reselect the UMBRELLA and jump down.
- 5) Walk right, avoiding the rain and creatures, then get the FLUTE.
- 6) Walk right two rooms and use the FLUTE to charm the SNAKES
- 7) Jump down the well
- 8) Climb down the pole and exit right.
- 9) Use the ACME EXTENDING BRIDGE to walk across the bridge, and go right twice.
- 10) Select the FLUTE jump onto the bridge and go right twice.
- 11) Jump on the spring.
- 12) Collect BELLOWS and SPURS. Select FLUTE
- 13) Jump on to the ledge with the monster (do not touch it), a pole will appear.
- 14) Descend the pole.
- 15) Go back to the well pole, climb it and jump up.
- 16) Walk right and collect the CRICKET BALL.
- 17) Keep going right until you reach the BALLOON.
- 18) Select the BELLOWS, guide the BALLOON to

the top of the cliff, then swap to a different object.

- 19) The BALLOON should land. Walk right, collect the RADIATION PILLS and select



the UMBRELLA.

- 20) Jump right, over the cliff edge and walk right to the CANNON.

- 21) Collect the GUNPOWDER next to the CANNON, and use the larger GUNPOWDER (from the clouds), and walk into the CANNON.
- 22) Select the UMBRELLA and walk into the hole.

Steps 23-25 depend on which character you have selected. This solution is for FORTISQUE-SMITHE

- 23) Select the CRICKET BALL and exit left.
- 24) Walk left until the BALL is thrown.
- 25) Collect the SECRET FORMULA.
- 26) Go right four times until you reach the anti-gravity room.
- 27) Collect the ENERGY CRYSTAL, exit left and position yourself on the lift.
- 28) Descend on the lift twice.
- 29) Go right twice, climb the ladder and collect the CUP OF TEA.
- 30) Exit left twice and climb the ladder.
- 31) Select the SILVER LINING then walk to the anvil.
- 32) Wait for the CROSS to be made, then exit right.

- 33) Climb the ladder, go right, climb the ladder and walk towards the vampire, holding the CROSS.

- 34) Go right and select the SECRET FORMULA.
- 35) Walk right, a bridge will appear, exit right.

- 36) Wait until man (Eyestrain) asks for an object.

- 37) Give him the SECRET FORMULA.

- 38) Return to the lift, go up once.

- 39) Go left and jump all the way over the bridge (walking will cause you to fall)

- 40) Go left and collect the BATTERY, go left again.

- 41) Walk into the pit and jump on the trampoline.

- 42) Collect the LEVER and exit left.

- 43) Walk off the edge of the rock holding the UMBRELLA.

- 44) Go left and collect the COAT HANGER then exit left.

- 45) Put ENERGY CRYSTALS on the tray and jump onto the teleporter.

- 46) Exit left, select RADIATION PILLS, collect the ATOMIC PILE and go right twice.

- 47) Select BLUE LEVER and jump into BLUE SOCKET (touching the lever will result in the bucket in the next room being activated or de-activated).

- 48) Exit right and wait for the bucket to carry you across the pit.

- 49) Exit right three times, collect the RED BUTTON.

- 50) Return to the Teleporter.

- 51) Exit left, position yourself on the lift and descend three times.

- 52) Climb the ladder, go right, climb the ladder, go right and climb the ladder, go right and cross the pit.

- 53) Give Eyestrain the objects he asks for.

- 54) Game complete – Watch the final sequence!

Mega-Bucks

John Hillier and Geoff Legouais have been reading AA31 (again) and have phoned in the telephone numbers for *Mega-Bucks*, just in case there are any gamesters out there still tearing their hair out.

Max's office	58629
Mansion	16349
Dog and bone	38312
Tower	59112
Tunnels	87327
Church	68495

They have also discovered that on *Rastan* tape owners can use the old trick of winding the tape forward instead of loading the next level. Yup, it seems that whatever level you

wind to will load in (not that there's a terrible lot of difference!).

MiG 29 Soviet Fighter

How about some tips for Codemasters' *MiG 29 Soviet Fighter* from Chris Martin of Horley – Fly as low as possible and keep moving back and forth from left to right. This way you very rarely get blown up. When you get an H-Bomb,

do not press Fire immediately, but save it until the helicopter comes into view.

If you miss the H-bombs there's no need to worry, simply change the weapon to missile, using SPACE then press Fire when the chopper appears.

On the bonus levels, staying as low as possible will give you more chance of picking up parachutes.



E-Motion

A couple of months ago we had a cheat for *E-Motion*, now Darren Adams of London has expanded on it – Type MOONUNIT on the title screen then "R" will advance 1 level, "F" will advance 10 levels, "T" moves back 1 level, "G" moves back 10 levels and "V" will self destruct (back to level 1). Thanks Darren.

Lost and Found

Here's something a bit different for you to think about... There's this geezer down in Essex who has plenty of games lying around collecting dust because he can't find cheats for them. Three of them are *Flash Gordon*, *Catch 22* and *Werewolves of London*, which sadly never found their way into Cheat Mode. Can anyone out there find a poke or a keypress etc. for these? (rest assured, a treasure trove awaits!). And while we're about it, any other special requests? (get the mailbags ready) this might be just your chance to get the poking you deserve!



MYTH - HISTORY IN THE MAKING

Kevin Hoy of Bootle in Merseyside has been mething with *Myth - History in the Making* and produced the complete solution to this absorbing game. Now we've got extra pages, Kev, it will all go in together!

Stage 1 The Road to Hell

- Kick the two jars on either side at the start and collect the contents.
 - Go left, select FIREBALL and shoot the hanging corpses.
 - Smash the jars and collect the contents.
 - Skeletons will drop from above, shoot them and collect the skulls.
 - Go left and immediately shoot the GARGOYLE, use HEART to protect yourself.
 - When defeated, shoot the ORB until it falls, then collect it.
 - Go right shooting corpses and collecting articles.
 - Use the HEART when confronted by the GARGOYLE and move directly underneath.
 - Select FIREBALL then jump in between him spitting and shoot him.
 - Fire at the ORB until it falls then collect it.
 - Go left and drop down.
 - Go right, shoot the hanging corpses, go right and collect the ORB.
 - Go left, shooting kicking and collecting all you find, and drop down.
 - Make sure you have collected ten SKULLS then go left.
 - Select SKULLS and throw ten into the fiery pit, select FIREBALL
 - The DEVIL will rise – shoot him repeatedly until he explodes.
 - A platform will appear, collect the TRIDENT and the ORB.
 - Go right collecting, and at a second fiery pit a platform will appear.
 - Select the TRIDENT and go right, shoot the DRAGON repeatedly.
 - Collect The KEY and move left, climbing upwards to the DOOR.
 - Select the KEY. The door will open – move through the DOOR.
 - Select the HEART, drop from the ledges and collect the ORB.
 - Go right out of the door and drop from the ledge.
 - Go to the right, collect the MASTER ICON.
- Return to the start position (teleport pad) and select the MASTER ICON.

Stage 2 Greece Four Hundred Years BC.

- Destroy the STATUE with your sword and collect the FIREBALL and ORB
 - Ignore the jar then go right collecting articles.
 - Hit the statue of Achilles on the heel six times and collect the bag.
- (Now is this Achilles or is it Perseus?)
- Go right break the jar and chase the dove (extra life)
 - Go right and cautiously move forward – the lady will transform.
 - When she does, hide behind the pillar and wait

for her to rise.

- Move left off the screen and back again she will have gone.
- Go right and collect a DOVE and an ORB, then right again and collect a third.
- Move right and jump to the TEMPLE and kneel (left + fire + Sword Icon)
- You are transported to MEDUSAS. Protect yourself with your SHIELD.
- Move forward, cut off her head with the sword, select the BAG.
- Collect MEDUSA HEAD then the ORB.
- Go left then right to encounter the HYDRA and select the MEDUSA HEAD.
- Destroy the heads, collect the ORB and return to TEMPLE and kneel.
- Collect the MASTER ICON and return to the teleport pad.

Stage 3 Scandinavia Five Hundred AD

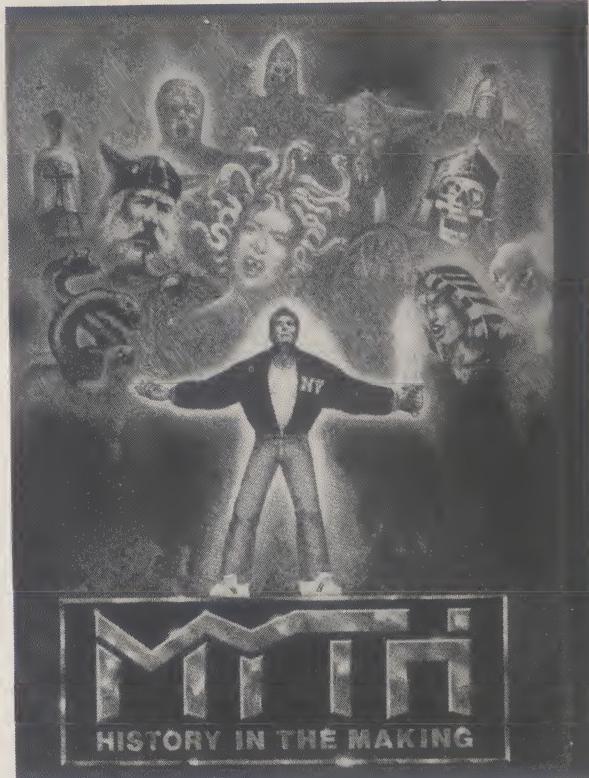
- Kill all the Vikings until one leaves a FIREBALL, select it.
- Go right, collect the ORB and get transported ashore.
- Jump up to the jar and collect the contents.
- Go left, shoot the TROLLS and collect the KNIVES
- Keep moving left and collecting until you find the ORB
- Collect the LIGHTNING and the ORB.
- Go right and climb the platforms to collect the SCROLL
- Go right and use the SCROLL to make rain and put out the FIRE
- Release the LADY and she will reveal a KEY – collect it.
- Go right and collect the ORB.
- Go right collecting and you will confront the DRAGON
- Select the KNIVES, get close between fiery breaths and destroy it.
- Move right and collect the ORB.
- Go right and select the KEY to lower the DRAWBRIDGE.
- Enter the Castle and use the LIGHTNING to destroy ODIN. Shoot his feet.
- Collect the ORB, go left, collect the MASTER ICON in the forest.
- Return to the Teleport pad.

Stage 4 Egypt Three thousand BC.

- Don't enter the water. Select the GUN, go right and shoot twice.
- Enter the Pyramid, go down the steps and drop off the ledge.
- Below there are four doors (1 nearest the wall and 4 farthest away)
- Enter door 3 first by crouching (same as kneeling in Greece).
- Jump across the pit and collect the MASK from the chest.
- Jump over the spikes, kick the jar and collect the GUN.
- The floor is boobytrapped, so jump right and collect the ANKH.
- Move to between the two sarcophagus's and

select the ANKH (extra lives)

- Return to the four doors and select door 2
- Watch out for falling slabs, collect the FIREBALL and the GUN
- Move to the next screen and collect the ORB.
- Move to the next screen and jump the pit – don't land on the first slab.
- Collect the EYE from the chest, go to the next screen and get the JAR.
- Return to the doors and enter number 1. Watch out for falling slabs.
- Collect the GUN, move to the next screen and collect the ORB.
- Carry on to the next screen, collect the FIREBALL and the SECOND JAR.
- Return to the doors, enter number 3 and jump left.
- Go to the next screen, collect the ORB, and on to collect the THIRD JAR
- Return to the doors and select number 4
- Avoiding spikes and falling slabs, go to the next screen and collect the ORB.
- Carry on walking right to the end of the room and collect the FOURTH JAR.
- Return to the doors and the EYE under door 5 should now be flashing.
- Select the EYE and you will transport to a corridor.
- Shoot the MUMMIES with your GUN and walk right to the SARCOPHAGUS
- Put down the JARS, then enter the next room and select the MASK.
- Fire at the face of KING TUT and he will be destroyed.
- Collect the final ORB, go back to the teleport and THAT'S IT.





BLOODWYCH MULTIFACED

The ultimate in Multiface pokes for *Bloodwydch* on disk has arrived from Paul Stuart Williams of Broomhall. Start by selecting one of each of the four groups and colours then save this party to disk.

You'll have to calculate the pokes for yourself from this table. What you need to do is add the start number of the character to the poke number which will supply the effect you are after, then poke that address with the poke number - got it?

(Character 2 = 6263 + 18 (ARMOUR) = 627B poke with 1A for CRYSTAL PLATE).

Remember the numbers are HEXADECIMAL (oooooer!), if you have difficulty adding in hex use the computer... PRINT HEX\$(&6263+&18) etc.

Character 1 info starts at 61FC

Character 2 info starts at 6263

Character 3 info starts at 62CA

Character 4 info starts at 6331

Address	Poke	Effect
Start + 00	63	Level = 99
+ 01	63	Strength = 99
+ 02	63	Agility = 99
+ 03	63	Intelligence = 99
+ 04	63	Charisma = 99
+ 05	FF}	Hit points = 255
+ 06	FF}	
+ 07	63}	Vitality = 99
+ 08	63}	
+ 09	FF	Food = 255
+ 0A	63)	Spell points = 99
+ 0B	63)	
+ 14	32-34	If bow is used
+ 16	No.	Weapon or arrows
+ 17	No.	Weapon
+ 18	No.	Armour
+ 19	No.	Shield
+ 1B	No.	Pouch 1
+ 1C	No.	" 2
+ 1D	No.	" 3
+ 1E	No.	" 4
+ 1F	No.	" 5
+ 20	No.	" 6
+ 21	No.	" 7
+ 26	FF	All spells page 1
+ 27	FF	All spells page 2
+ 28	FF	All spells page 3
+ 29	FF	All spells page 4

The list of Nos. and what you get by poking into start + 16 to + 21.

01 Coins ■ 02 Keys ■ 03 Normal arrows ■ 04 Elf arrows ■ 05 Drink 1 third ■ 06 Drink 2 third ■ 07 Drink full ■ 08 Apple 1 third ■ 09 Apple 2 third ■ 0A Apple full ■ 0B Egg green ■ 0C Egg blue ■ 0D Egg red ■ 0E Snake slime green ■ 0F Brimstone ale yellow ■ 10 Dragon broth red ■ 11 Moon elixir blue ■ 12 Leathers ■ 13 Chain mail ■ 14 Plate mail ■ 15 Mithril chain ■ 16 Mithril plate ■ 17 Adamant chain ■ 18 Adamant plate ■ 19 Crystal chain ■ 1A Crystal plate ■ 1B Hide shield ■ 1C Buckler ■ 1D Rune

shield ■ 1E Large shield ■ 1F Moon shield blue ■ 20 Dragon shield green ■ 21 War shield red ■ 22 Dagger ■ 23 Stealth blade ■ 24 Short sword ■ 25 Sword ■ 26 Mithril sword ■ 27 Flesh bane ■ 28 Demon blade ■ 29 Ace of swords ■ 2A Battle axe ■ 2B Mithril axe ■ 2C Trolls axe ■ 2D Brainbiter axe ■ 2E Death bringer axe ■ 2F Staff ■ 30 Battle staff ■ 31 Power staff ■ 32 Long bow ■ 33 Frost bow ■ 34 Cross bow ■ 35 Snake gem ■ 36 Chaos gem ■ 37 Dragon gem ■ 38 Moon gem ■ 39 Tan gem ■ 3A Bluish gem ■ 3B Snake key green ■ 3C Moon key blue ■ 3D Dragon key red ■ 3E Chaos key yellow ■ 3F Chromatic key ■ 40 Snake wand ■ 41 Chaos wand ■ 42 Dragon wand ■ 43 Mood wand ■ 44 Heal wand ■ 45 Yes ring ■ 46 Snake ring ■ 47 Chaos ring ■ 48 Dragon ring ■ 49 Moon ring ■ 4A Player 1 RIP ■ 4B Player 2 RIP

● And just to finish it (and me!) off, Paul has supplied a poke to change your location when you get stuck. There are two addresses: 613C, the Left/Right locator, and 613D, the Forward/Backward one. How to change is dependent on where you are at the time - Suppose you are 0A on the left/right and 17 on the forward/back, and you want to move 1 position right, POKE 613C with 0B, if you want to move 1 position forward poke 613D with 18, to move 1 space back poke 613D with 16, etc. Clever, eh?, Fine work Paul... (my head aches!)





After the war	Password	AA60	Newzealand story	Tape Poke	AA53	Batty	(t) lives	AA56	Myth	(d) mult	AA60
Agent x 2	Password	AA53	Nuclear heist	Keypress	AA55	Beyond the ice palace	(t) mult	AA56	Nemesis	(d) mult	AA62
Airborne ranger	Tape Poke	AA58	Olli and lissa 3	Keypress	AA59	Bigfoot	(t) lives	AA59	Ninja spirit	(d) credi	AA60
Airborne ranger	Disk Poke	AA59	One man and his droid	Tape Poke	AA57	Bigfoot	(t) lives	AA61	Nodes of yesod	(t) lives	AA59
Altered beast	Playing Tip	AA57	Operation gunship	Tape Poke	AA52	Bionic commando	(-) lives	AA59	Olli and lissa 3	(t) mult	AA57
Army moves	Password	AA53	Operation wolf (lightgun)	Keypress	AA56	Blade warrior	(t) mult	AA58	Operation thunderbolt	(t) lives	AA55
Astro marine corps	Keypress	AA60	P47 thunderbolt	Keypress	AA56	Blade warrior	(t) mult	AA61	Operation gunship	(t) mult	AA56
Astro marine corps	Password	AA60	Periscope up	Tape Poke	AA63	Bloodwyck	(d) mult	AA63	Operation thunderbolt	(t) lives	AA56
Atv simulator	Tape Poke	AA62	Pipe mania	Password	AA59	Bobby baring	(t) helps	AA58	Outrun	(t) time	AA60
Batman 3d	Disk Poke	AA59	Pipe mania	Disk Poke	AA61	Bombfusion	(t) mult	AA58	Palitron	(t) energ	AA58
Batman the movie	Keypress	AA53	Pirates	Playing Tip	AA59	Bombjack	(t) mult	AA57	Parabola	(t) lives	AA62
Batman the movie	Map	AA53	Pirates	Playing Tip	AA63	Bombjack 2	(t) lives	AA57	Periscope up	(t) mult	AA63
Batman the movie	Disk Poke	AA57	Pirates	Playing Tip	AA63	Brian bloodaxe	(t) lives	AA58	Plasmaton	(t) damag	AA62
Batman the caped crusader	Solution	AA61	Powerdrift	Tape Poke	AA61	Bronx street cop	(t) mult	AA60	Powderdrift	(t) credi	AA61
Bedlam	Keypress	AA57	Pro boxing simulator	Tape Poke	AA61	Bubble bubble	(d) lives	AA58	Pro boxing simulator	(t) lives	AA61
Beyond the ice palace	Tape Poke	AA56	Pro power boat simulator	Tape Poke	AA62	Bubble bubble	(t) lives	AA58	Pro power boat simulator	(t) mult	AA62
Black tiger	Disk Poke	AA60	Pro power boat simulator	Keypress	AA63	Buggy boy	(t) time	AA55	Prohibition	(t) lives	AA62
Blade warrior	Tape Poke	AA61	Psycho hopper	Tape Poke	AA59	Buggy boy	(t) time	AA56	Psycho hopper	(t) mult	AA59
Bloodwyck	Playing Tip	AA62	Quattro power pack	Tape Poke	AA62	Buggy boy	(t) time	AA61	Psycho pigs ubx	(-) lives	AA59
Bmx freestyle	Keypress	AA62	Rainbow islands	Playing Tip	AA61	Chase hq	(d) mult	AA55	Quattro power pack	(t) mult	AA62
Bombfusion	Tape Poke	AA58	Rambo 3	Tape Poke	AA60	Chase hq	(t) mult	AA55	R-type	(-) credi	AA55
Bounty hunter	Keypress	AA59	Rastan	Playing Tip	AA63	Chase hq	(d) mult	AA56	R-type	(-) mult	AA59
Bubble ghost	Playing Tip	AA63	Real ghostbusters	Keypress	AA57	Chase hq	(t) mult	AA56	R-type	(-) mult	AA59
Buggy boy	Tape Poke	AA61	Renegade 3	Keypress	AA51	Chicago 30s	(t) lives	AA60	Race against time	(t) time	AA62
Cabal	Tape Poke	AA53	Renegade 3	Keypress	AA52	Cholo	(t) invol	AA61	Rainbow islands	(d) resta	AA57
Castle master	Disk Poke	AA59	Rex	Tape Poke	AA62	Cobra	(t) shots	AA57	Rambo 3	(t) cont	AA60
Castle master	Solution	AA59	Ricochet	Keypress	AA63	Combat school	(t) timer	AA55	Rasputin	(t) healt	AA58
Chase hq	Keypress	AA56	Rogue	Tape Poke	AA61	Combat school	(t) timer	AA56	Rastan	(t) lives	AA61
Cholo	Password	AA53	Ruff and ready	Tape Poke	AA63	Continental circus	(d) conti	AA57	Red heat	(t) mult	AA59
Classic arcadia	Tape Poke	AA56	Saigon combat unit	Password	AA55	Count duckula	(t) enemy	AA60	Rex	(t) lives	AA62
Continental circus	Disk Poke	AA57	Saigon combat unit	Tape Poke	AA55	Crazy cars	(t) time	AA58	Rick dangerous	(t) mult	AA62
Count duckula	Tape Poke	AA60	Shinobi (AAdemo)	Tape Poke	AA52	Critical mass	(t) craft	AA60	Ricochet	(t) lives	AA58
Cybernoid	Keypress	AA55	Snowball in hell	Tape Poke	AA63	Desolator	(-) lives	AA59	Roadblasters	(t) mult	AA58
Cybernoid 2	Keypress	AA55	Soldier of light	Tape Poke	AA59	Daley thompson	(t) lives	AA58	Rogue	(t) energ	AA61
Defenders of the earth	Tape Poke	AA63	Space harrier	Tape Poke	AA56	Dan dare	(t) lives	AA61	Rolling thunder	(t) mult	AA61
Dizzy 3	Solution	AA54	Space harrier 2	Disk Poke	AA61	Dan dare 3	(t) mult	AA62	Ruff and ready	(t) mult	AA63
Dizzy 3	Map	AA58	Space rider jet pack co.	Tape Poke	AA63	Defenders of the earth	(t) lives	AA63	Sacred armour of antiraid	(t) mult	AA62
Dizzy 3 (fantasy world)	Tape Poke	AA63	Spindizzy	Keypress	AA60	Deflektor	(t) mult	AA57	Saigon combat unit	(t) mult	AA55
Double dragon	Tape Poke	AA61	Starion	Keypress	AA53	Desolator	(-) lives	AA59	Savage	(t) lives	AA61
Dragon spirit	Tape Poke	AA57	Stormlord	Keypress	AA55	Dizzy 3 (fantasy world)	(t) lives	AA63	Scooby doo	(t) ghost	AA58
Dragons lair 2	Tape Poke	AA60	Strider	Keypress	AA59	Doodlebug	(t) lives	AA58	Scooby doo	(t) lives	AA59
Druid	Keypress	AA55	Stunt bike simulator	Keypress	AA57	Double dragon	(t) lives	AA61	Sdi	(t) lives	AA58
Dynasty wars	Keypress	AA63	Super stuntman	Keypress	AA55	Dragons lair	(-) lives	AA59	Shadow skimmer	(t) lives	AA58
E-motion	Keypress	AA61	Supertank simulator	Keypress	AA56	Dragons lair	(d) lives	AA62	Shinobi	(-) lives	AA55
E-motion	Keypress	AA63	Superlank simulator	Tape Poke	AA56	Druid	(t) energ	AA61	Sonic boom	(d) credi	AA60
Elven warrior	Tape Poke	AA56	Tempest	Keypress	AA57	Dynamite dux	(d) credi	AA58	Space harrier	(t) fire	AA56
Equinox	Keypress	AA62	Terramez	Solution	AA63	Dynasty wars	(d) energ	AA62	Space harrier 2	(d) lives	AA61
Escape from robot monster	Tape Poke	AA63	Three weeks in paradise	Keypress	AA62	Elite	(-) mult	AA53	Space rider jetpack co.	(t) lives	AA63
Exolon	Keypress	AA55	Thrust	Keypress	AA59	Escape from robot monster	(t) mult	AA63	Speedzone	(t) lives	AA63
Frankenstein junior	Tape Poke	AA56	Thunderbirds	Map	AA51	Fast food	(t) lives	AA55	Split personalities	(t) mult	AA58
Future bike simulator	Tape Poke	AA63	Thunderbirds	Playing Tip	AA51	Fast food	(t) lives	AA56	Stormlord	(t) invul	AA60
Ghostbusters 2	Playing Tip	AA54	Thunderbirds	Playing Tip	AA51	Finders keepers	(t) lives	AA59	Strider	(t) energ	AA61
Ghostbusters 2	Solution	AA55	Toobin'	Disk Poke	AA57	Forgotten worlds	(-) mult	AA53	Subterranean stryker	(t) lives	AA61
Ghouls 'n ghosts	Disk Poke	AA58	Turbo boat simulator	Keypress	AA57	Frankenstein junior	(t) mult	AA56	Tau ceti 2	(-) mult	AA52
Grand prix simulator	Keypress	AA58	Turbo chopper simulator	Keypress	AA58	Future bike simulator	(t) lives	AA63	Techno cop	(t) mult	AA60
Grand prix 2	Keypress	AA61	Turrican	Tape Poke	AA62	Future knight	(-) lives	AA59	The hit squad	(t) lives	AA56
Grid iron	Keypress	AA60	Turrican	Playing Tip	AA63	Game over	(t) lives	AA55	Thunderbirds	(t) lives	AA61
Guardian angel	Tape Poke	AA63	Twin turbo v8	Tape Poke	AA62	Game over	(t) lives	AA60	Thundercats	(t) lives	AA60
Hard drivin'	Tape Poke	AA54	Typhoon	Tape Poke	AA55	Game over 2	(d) lives	AA60	Timescanner	(d) balls	AA59
Hard drivin'	Disk Poke	AA58	Untouchables	Keypress	AA55	Garfield	(t) sleep	AA61	Toobin'	(d) credi	AA57
Heroes of the lance	Solution	AA61	Untouchables	Playing Tip	AA57	Get dexter	(t) energ	AA62	Turbo esprit	(t) lives	AA55
Hoppin' mad	Tape Poke	AA58	Vampire	Tape Poke	AA54	Ghouls 'n ghosts	(d) lives	AA55	Turbo esprit	(t) lives	AA56
Hotrod	Disk Poke	AA60	War machine	Tape Poke	AA52	Ghouls 'n ghosts	(d) lives	AA56	Turbo outrun	(-) credi	AA59
Human killing machine	Keypress	AA60	Who dares wins	Tape Poke	AA52	Glider rider	(t) mult	AA60	Turrican	(t) mult	AA62
Ikari warriors	Tape Poke	AA58	Wizard willy	Tape Poke	AA54	Goonies	(t) lives	AA61	Twin turbo v8	(-) mult	AA58
Impossamole	Keypress	AA60	Wonderboy	Tape Poke	AA60	Guardian angel	(t) lives	AA63	Twin turbo v8	(t) mult	AA62
Indy jones + last crusade	Keypress	AA52	Wonderboy	Playing Tip	AA60	Gunsmoke	(t) lives	AA60	Ultima ratio	(t) lives	AA61
Indy jones + last crusade	Keypress	AA55	Xout	Tape Poke	AA51	Head over heels	(t) mult	AA60	Untouchables	(t) times	AA55
Into the eagles nest	Keypress	AA55	Yogis great escape	Tape Poke	AA60	Hoppin' mad	(t) lives	AA58	Victory road	(t) lives	AA60
Italian supercar	Tape Poke	AA59				Hotrod	(d) fuel	AA60	Vigilante	(t) lives	AA55
Italy '90	Keypress	AA61				I ball	(t) lives	AA58	Vigilante	(t) lives	AA56
Jinks	Keypress	AA57				Ikari warriors	(t) mult	AA57	Vindicator	(t) mult	AA55
Joe blade 3	Tape Poke	AA55				Indy jones + last crusade	(t) mult	AA61	Wec le mans	(t) time	AA55
Joe blade 3	Playing Tip	AA58				Inside outing	(t) mult	AA58	Wec le mans	(t) time	AA56
Jungle warfare	Keypress	AA61				Italian supercar	(t) mult	AA59	Wec le mans	(t) time	AA56
Klux	Disk Poke	AA61				Joe blade 3	(t) baddi	AA55	Wec le mans	(t) time	AA56
Knightmare	Playing Tip	AA62				Joe blade 3	(t) mult	AA56	Wec le mans	(t) time	AA56
Laser squad	Playing Tip	AA56				Joe blade 3	(t) baddi	AA56	Wec le mans	(t) time	AA56
Last ninja 2	Tape Poke	AA62				Joe blade 3	(t) mult	AA57	Wec le mans	(t) time	AA56
Last ninja 2	Solution	AA62				Joe blade 3	(t) helps	AA58	Wec le mans	(t) time	AA56
Little puff	Keypress	AA58				Kane	(t) lives	AA59	Wec le mans	(t) time	AA56
Little puff	Solution	AA60				Karnov	(t) credi	AA61	Wec le mans	(t) time	AA56
Lost caves	Tape Poke	AA54				Knight force	(d) mult	AA58	Wec le mans	(t) time	AA56
Mega buck\$	Keypress	AA55				Krakout	(t) lives	AA61	Wec le mans	(t) time	AA56
Mig 29 soviet fighter	Playing Tip	AA63				Licence to kill	(t) lives	AA59	Wec le mans	(t) time	AA56
Moto cross simulator	Tape Poke	AA62				Licence to kill	(d) mult	AA60	Wizard willy	(t) lives	AA56
Mr heli	Disk Poke	AA53				Live and let die	(t) fuel	AA62	Wonderboy	(t) lives	AA60
Mutant fortress	Tape Poke	AA55				Lost caves	(t) level	AA55	Wriggler	(t) lives	AA61
Myth	Playing Tip	AA57				Mask	(t) damag	AA61	Xcel	(t) lives	AA61
Myth	Disk Poke	AA60				Mega apocalypse	(t) lives	AA58	Xevious	(t) lives	AA59
Myth history in the makin	Solution	AA63				Mega apocalypse	(t) lives	AA59	Ybots	(t) credi	AA62
Navy moves	Tape Poke	AA51				Metal army	(t) lives	AA61	Yabba dabba doo	(t) lives	AA59

MULTIFACE POKES

After the war		(t) lives	AA58	Batty	(t) lives	AA55	Metik	(t) fuel	AA60	Zolyx	(t) lives	AA58
Airborne ranger		(t) f.aid	AA58	Keypress	(d) mult	AA59	Myth	(d) mult	AA62	Myth	(d) mult	AA62
Airborne ranger		(d) f.aid	AA59	Keypress	(t) lives	AA58	Nemesia	(d) mult	AA62	Nemesia	(d) credi	AA60
Apprentice		(t) mult	AA59	Keypress	(d) mult	AA59	Ninja spirit	(d) credi	AA60	Ninja spirit	(d) credi	AA60
Army moves		(d) lives	AA59	Keypress	(t) lives	AA58	Nodes of yesod	(t) lives	AA59	Nodes of yesod	(t) lives	AA59
Artura		(t) energ	AA58	Keypress	(t) lives	AA59	Operation thunderbolt	(t) lives	AA57	Operation thunderbolt	(t) lives	AA56
Astro marine corps		(t) grena	AA58	Keypress	(t) lives	AA59	Operation gunship	(t) mult	AA56	Operation gunship	(t) mult	AA56
Atf		(t) lives	AA59	Keypress	(t) lives	AA59	Operation thunderbolt	(t) lives	AA56	Operation thunderbolt	(t) lives	AA56
Atv simulator		(t) time	AA62	Keypress	(t) lives	AA58	Outrun	(t) time	AA60	Outrun	(t) time	AA60
Ball crazy		(t) lives	AA61	Keypress	(t) lives	AA58	Palitron	(t) energ	AA58	Palitron	(t) energ	AA58
Barbarian 2		(t) lives	AA58	Keypress	(d) mult	AA59	Parabola	(t) lives	AA62	Parabola	(t) lives	AA62
Batman (3d version)		(d) mult	AA59	Keypress	(t) lives	AA57	Periscope up	(t) mult	AA63	Periscope up	(t) mult	AA63
Batman the movie		(t) grena	AA55	Keypress	(t) lives	AA56	Plasmaton	(t) damag	AA62	Plasmaton	(t) damag	AA62
Batman the movie		(t) grena	AA56	Keypress	(d) mult	AA57	Powerdrift	(t) credi	AA61	Powerdrift	(t) credi	AA61
Battle of britain		(t) fuel	AA60	Keypress	(t) lives	AA55	Pro boxing simulator	(t) lives	AA61	Pro boxing simulator	(t) lives	AA61</



PUBLIC DOMAIN

Free for all

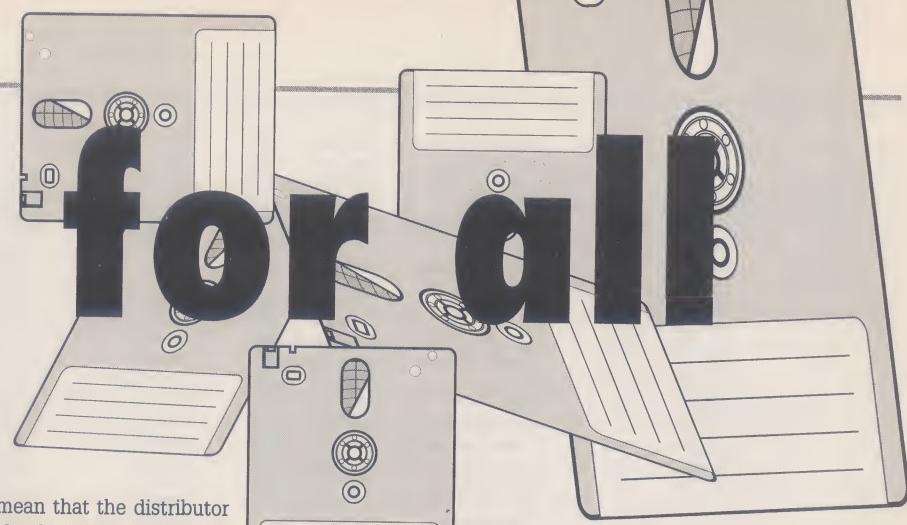
That woman Caroline Lamb is back again, with her usual mix of news, reviews and acid observation from the bustling public domain scene...

This month I have some more legal clarification stuff first about a topic that always seems to arouse controversy, if not general confusion.

I've been asked by an angry AA reader (who has also written to *New Computer Express*) about the legality of PD Libraries or User Clubs charging for PD disks: "Public Domain software is supposed to be free, isn't it?" So why aren't PD libraries giving the stuff away?"

OK, logic dictates that this ought, of course, to be true. You should be able to send off a blank disk to any outfit that claims to be a PD organisation and it should simply copy all the programs that you want onto your disk for zero wonga. After all, it's all Public Domain stuff and you are a certified member of the Public... true?

Well, the rule that governs Public Domain software distribution says that programs are not to be sold for profit. However, it does not



mean that the distributor should make a loss. In other words, although a public domain library must not charge for the software itself, there's no reason why it shouldn't cover its duplication and postage costs. If it didn't, how could it keep going?

That's enough on that for the time being, but look forward to a special article soon about just how much it does cost to run (and set up in the first place!) a public domain library. Just got to do some research first...

A heartening tale

This month I've received a lovely letter from a young chap called David Carter who runs a PD Library of his own. He seems to have a somewhat unhealthy predilection, though, for "Teenage Mutant Ninja Hero Penguins." The letter speaks for itself so I'll print it, without explanation, just for you:

"Dear Caroline, thanks for the advice in last month's column, it proved invaluable. More about that later. Penguin Software is the new name for my Library, DPD. I decided to change

BORE WARS

Just recently quite a few people have been complaining about those who either order their Public Domain programs and then use them to start up new libraries or use them to swell existing libraries' catalogues. Their response has been to ban people who run other PD Libraries from ordering their collection or demand that they trade programs K for K.

The plain fact of the matter is, however, that if you start a library and say that the programs within it are Public Domain (even if you've written them yourself) then you have no right to grumble unless someone is breaking the copyright rules that govern the public domain sector.

So before you donate something to the Public Domain, think carefully! You are giving permission for the program to be freely copied and distributed – provided there are no alterations made to it without your prior consent and provided it is not re-sold for profit. You can't impose any other conditions of your own.

If you don't want your routines bandied around willy-nilly, slap a copyright notice on them. Several PD libraries have separate collections of software which is almost as cheap as Public Domain, but is still sold (for very little) – so you most definitely can't distribute it freely. Make sure you're aware of the distinction.

the name as the original was a little too close to that of another library.

The one thing that has really boosted the world of Amstrad PD has to be the sudden appearance of Demos. These programs are totally useless but completely amazing to look at. They've also got brilliant soundtracks – most of which are taken from games... and therein lies the point.

Up until a short while ago, I had a large collection of these in my library that filled three disks (on both sides.) Now though, I've withdrawn all of them from my PD list.

The reason for doing this was a telephone call I made to FAST (0628 660377) after reading advice in the *Free For All* column in October's AA stating: 'it is illegal (either free or for profit) to pass on copies of programs that contain original, copyrighted sections of code.'

FAST are of the same opinion and I was advised that keeping the demos in my PD Library could result in legal action being taken against me. Ouch!

Since then, I've been working in co-opera-

WHERE TO GO

- The CP/M User Group, 72 Mill Lane, Hawley, Dartford DA2 7RZ. The best CP/M user group in the UK and they have lots and lots of quality PD. Bung them a few quid for a copy of the latest newsletter.
- DW Software, 62 Lascelles Avenue, Withernsea, North Humberside HU19 2EB. DW is the source of the marvellous WIMP environment desktop reviewed last month, as well as an gargantuan grab bag of other quality programs. Six clams will get you a PD disk positively bulging with superior software.
- Penguin software Library, Ruxley House, 28 Mount Hermon Road, Woking, Surrey, GU22 7UH (0483 763233). This is a new Library run by Dave Carter which has managed to gather together a very impressive list of PD programs from various sources including some programs that Dave has written himself. If you want to p p p pick up a p p p penguin disk phone Dave on and ask him to send you a copy of his one page newsletter. Each Penguin disk costs 50p for a single side and £1 for two sides. If you want Penguin to supply the disk, then bung on another £3 for every disk you order.
- The Public Domain Software Library, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL, Tel: 0892 663298. Send SAE for free C/P/M catalogue. The Pussycat Bulletin Board (V21, V22, V22bis and V23) on 061 236 0351 available 24hrs a day, is a new bulletin board which deals specifically with matters CPC, CP/M and PCW. There's loads of downloads available and no registration fee

required (can't be bad!)

- Robot PD Library, 2 Trent Road, Oakham, Rutland, LE15 6HF. Robot has mostly Amsdos programs which include a good range of demos, games and utilities in its list. Send 45p, a blank formatted disk and a SAE for some sample programs or if your one of those retiring cautious types who consider the idea of sending 45p off to an unknown address absolutely outrageous, you can simply send an SAE for a free catalogue. Cassettes are also available, once again send an SAE for a free catalogue
- Scull PD Library. A new library run by Alan Scully up in sunny Glasgow. Software is available on both cassette and disk, and although the library's pretty new, there's already an impressive catalogue of wares. Two cassettes-full will set you back 50p + stamped SAE + blank cassettes, £1 + stamped SAE + blank disk will get you two sides of software. Write to Scull PD Library, 119 Laurel Drive, Greenhills, E Kilbride, Glasgow G75 9JG.
- TUG II 0905 775191 V21/22/22bis/23 8N1. A bulletin board with a lively CPC section and a large amount of downloadable code. The board operates for 23 hours a day (what's this guy doing for the other hour?), so you should be able to make contact.
- WACCI UK, 9 South Close, Twickenham TW2 5JE. Telephone 01 898 1090. As well as being a public domain library, WACCI is a fanzine of truly singular quality. Bung a quid and a half to 9 South Close and you'll receive a smaple issue with the PD lists contained therein.



tion with Richard Fairhurst (from Robot PD) to compile a collection of legal demos. These are harder to find but then they're usually much better – especially if they have tunes written by WEE (the best CPC musician by far.) Both Penguin and Robot have withdrawn demos with ripped off soundtracks and I'd advise others to do the same.

Thanks, Caroline, your timely advice could very well have saved me a rather large fine and a criminal record."

Dave is the one that deserves the pat on the back, for showing such a responsible attitude. For his noble efforts in maintaining the squeaky-clean reputation of CPC/Plus Public Domain, Dave earns the 'Caroline Lamb Seal of Approval' which, as we all know is a passport to AA's magical world of free publicity, in the 'Poking Around the Libraries' section.

If you run a library...

Read, note and inwardly digest the 'Get In Touch' box. The whole purpose of this regular AA column is to encourage the growth and availability of the CPC/Plus Public Domain sector.

Thanks to AA I've been given the chance to spearhead this movement to inform and promote the UK CPC/Plus PD scene and in addition provide an (almost) authoritative set of guidelines for people who are either running, or thinking of setting-up, their own CPC/Plus PD Library.

Moving on

I was chatting to Richard Fairhurst from Robot PD the other day and he was telling me that he's trying to shift the emphasis away from supplying software on tape and onto disks instead.

The reason is that (due to the publicity I gave him in AA58) he is being swamped with enquiries and orders.

A bulging membership list is, of course, quite a healthy thing for a PD Library to possess but copying programs onto tape is a very time consuming process and Richard is finding that there aren't enough hours in the day to go round. Duplicating a tape can take up to half an hour whereas a disk only takes a couple of minutes.

The advantage for users is that with disks, people get their software back faster, even more people can place orders and Richard gets to snatch a few hours shut-eye!

Cassette owners needn't panic, though, Robot will continue to support tape users for the foreseeable future – it's just that if you have a disk drive then send a disk instead of a tape. It'll only cost you a measly 5p extra and you'll be making the little lad from Oakham very very happy.

AN ANTARCTIC SEA BIRD

Well how else would you describe a Penguin? OK, so you could also say it was a PD Library operating from Woking and of course you'd be perfectly correct...?

Penguin Software is a new PD Library run by Dave Carter (see 'A heartening tale'). Dave has managed to gather together a very

£1 for two sides. If you want Penguin to supply the disk, then bung on another £3 for every disk you order.

If all this interests and you want to p p p pick up a p p p penguin but 50p is all that stands between you and the workhouse, then phone Dave and ask him to send you a copy of his newsletter.

You can contact Penguin software at Ruxley House, 28 Mount Hermon Road, Woking, Surrey, GU22 7UH or phone 0483 763233.

Meanwhile, here are some of the programs on offer. The descriptions are Dave's, not mine!

- **THOMAS (PS 03)** – The most insulting version of Eliza you'll ever find! 17K's worth of data ensures that a conversation will last for at least four minutes...

- **ADDICTED (PS 03)** – A small multiple-choice quiz that determines how addicted you are to computers – there's bound to be some question here that rings a bell.

- **BUBBLES, BUBBLES.ANM, SHELL.BIN (PS 05)** – One of the best demos I've ever produced using Discovery's Animator. Eight glass bubbles zip about the screen.

- **ROMANUM (PS 02)** – Easy conversion from normal numbers to their Roman equivalent.

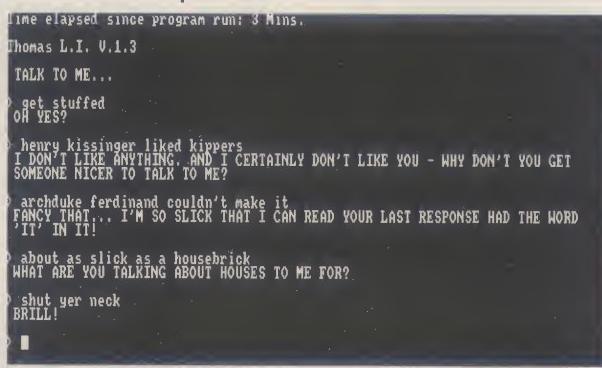
- **HEADREAD (PS 09)** – An intelligent header reader for tapes.

- **BATMAN, BATMAN.SCR, BATMAN.PAL (PS 04)** – One of many TV logos I've produced. This one was copied by hand; others on the disk have been traced onto plastic, then to the screen.

- **AUTOCAT** (used as the menu for most titles in the library, eg: PS 02) – Another disk menu program, of which you'll find many. This one doesn't bother to read the catalogue so it's a lot faster. It also has several features such as the ability to read text files or recover erased programs.

- **EUROMAP (PS 03)** – Draws a map of Europe and also detects which machine it's running on.

- **MUSIC, MUSIC.DOC (PS 03)** – Plays Beethoven's Moonlight Sonata and also has a text file illustrating how to compose music from within a BASIC program.



● You want an intelligent conversation? Don't ask Thomas!

impressive collection of PD programs from various sources including some programs that he has written himself.

The other nice thing about the man himself is that he has no hang-ups about people ordering programs from his collection with the idea of people including them in their



● Autocat provides a nice, friendly front end for your CPC.

own libraries. In fact he is prepared to give help to anyone who is considering setting up a new library.

Each disk costs 50p for a single side and

GET IN TOUCH

If you are running a Public Domain Library, write to me c/o the Amstrad Action office and tell me all about it. If you want me to review some of your library's programs (think about the free publicity) send them in on a 3-inch disk and I'll have a look.

But if you want your disk returned please scribble your name and the return

address clearly on the disk label, not the case label (don't send me disk cases, they get lost).

You don't have to be running a Public Domain Library to get in touch, either. Anybody can write in and tell me about their experiences with PD programs, the libraries that supply them or the back-up service provided.

A H E L P L I N E

N 1 8

Feeling helpful? Just send your name, address, phone number (say if you don't want it printed) and subjects on which you're offering help to: *Helpline*, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP. Please write on a postcard or the back of a stuck down envelope and keep it short or you won't get in (or you'll get cut to 'load-sagames').

If you want help contact the appropriate Helpliner - not us. By post include a self-addressed, stamped envelope for the reply - or you won't get one. And phone only in decent hours!

Piracy is not welcome: don't try it, you'll get booted off. Keep it legal. And if you receive SAE's, for heaven's sake return them with some acknowledgement. Finally, if you want to come off *Helpline* just write in and say so.

Help wanted on *Elite* - tape POKE would be nice. I can HELP with *Lords of Chaos* and *Bloodwych*. Penpal wanted any age to SWAP GAMES and pokes tips. Chris Palmer, 257 The Hides, Harlow, Essex, CM2Q 3QU.

Desparately wanted, Issues 49,50 and 51 of AA will swap for *Thunderbirds* or February to October issues of *ACU*. Also swap *Heroes of The Lance* for *Bloodwych*, *Tolkien Trilogy* or *Bards Tale* (on TAPE PLEASE). I've also got *Adeptus Titanicus*, *Blood Bowl*, *D+D*, *Star Trek* + more to swap for *Multiface 2*. (Remember to State Your Address). Contact: J. Boniface, 119 Grinstead Lane, Lancing, Sussex, BN15 9DR

HELP! Need some kind soul to sell me *Boulderdash Construction Kit* on disk. Just write to me, sending details, or give me a nice happy phone call on (0302) 323266. PS Please can I have a witty comment from Rod in brackets ?????? (daft, ranting clot - ed) Mark Berbezier, 47 Lakeen Road, Intake, Doncaster, South Yorkshire, DN2 5HB.

I have got a game called *Night Rider*, but I am having trouble on it. At the end I can't get the Bismarck, I can get the U-boats, E-boats, planes and mines but I can't get the Bismarck. Is there anyone who could show me how to bomb the Bismarck please? Amit Rupareta, 54 Castcombe Drive, Wimbledon, LONDON, SW19

Penpal wanted, 16 years old, 6128 owner to exchange hints, tips, maps, pokes and Public Domain Software help on lots of games. Need help with machine code.

Brett Fromminger, 1/32 Kenneth Hopper Place, Whangaparaoa, New Zealand.

Female penpal wanted 12-14. To lend games and swap cheats, pokes. I am 13 and own a CPC 464 (tape). So who will write to a bored 13 year old? All letters get a reply!

Jimmy Brax, 28 Saffron Road, Bracknell, Berkshire, RG12 4BS.

Wanted *Cheatmode* from AA 42 (*Bards Tale*) First person who sends this will receive *They sold a million 3* (4 games) If they include S.A.E. Help given on *Bards Tale*, *Bloodwych* and all three *Dizzys*. S. Wilson, 39 Scampton Ave, Lincoln, LN6 0AT.

Help on *Shadows of Mordor*? How do you move raft? Thomas Shaddock, 16 Rugby Terrace, High Clarence, Middlesbrough, Cleveland, TS2 1TH.

Has anyone got *Brunword* (6128) which they are willing to part with, any clipart suitable for news sheet and AA needed. 1-10, 15, 16 and 18.

David Clark, 16 Hill Road, Barrow-In-Furness, Cumbria, LA14 4HA.

Help! Could anybody give me any tips of solutions for *Dr Scrimes Spook School*, *Aliens* or *Zub*. (Amstrad 464 tape only).

Susan Douglas, 42 Brisbane Grove, Hartburn, Stockton-on-Tees, Cleveland.

Penpals wanted 12-14 preferably male must have 464 with tape deck and games to swap.

Tim Lancaster, 18 Lower Road, Chinnor, Oxon, OX9 4DT.

Does anyone know the complete solution to the old Amstrad game *Hunchback - The Adventure*. Would be very grateful.

Mr A Postin, 449 Northern Parade, Hilsea, Portsmouth, Hants, PO2 9PU.

Penpals wanted 11 to 13. Able to swap games. Wanted: *Ghostbuster's II*, *Batman Caped Crusader*, *Rastan* and *Indy Jones*. Willing to swap: *Predator*, *Ace 2* and *S.A.S.* *Assault Course* (Tapes Only). Send SAE for more details. Noel Hannigan, Kells Dromcollagher, Co. Limerick, Ireland.

Has anyone got *Italy 90*, *Double Dragon*, *Strider* or *Afterburner* on tape. I will swap for *Cyberball*, *Untouchables*, *Tiger Road* or *Silkworm*. If you have any of these and wish to swap please 0786 811926 after 4.30pm and ask for Stuart.

2 Hill Terrace Cottages, Cowie, Stirringshire, FK7 7DH.

Please can you offer any help in my desperate search for a program made by Amsoft by the name of *Classic Racing*. My original copy was stolen and I have replaced all the other software but my favorite game which I have found unable to obtain. I would like any information you can offer on how to purchase this game. I am willing to pay twenty pounds for a copy, on Amstrad cassette.

Mr S Webb, 27 New Road, Basingstoke, Hants, RG21 1PR.

Willing to swap games like *Operation Wolf*, *Rainbow Island*, *Babarian I* and *II* and most *Budget 464/6128/664*. Send S.A.E. For list.

Rachel Thomas, 62 Myddfynfach, Tirydall, Ammanford, Dyfed, SA18 2DY.

I am willing to swap any two of the following games for *Power Drift* (tape): *Untouchables*, *Karnov*, *Italia '90*, *Chase H.Q.*, *Paper boy*, *Rock Star* and *Crazy Cars 2*. (All tapes). Ring 0329 238767 or write:

R. Calver, 78 Red Burn Lane, FAREHAM, HANTS, PO15 6HD.

I have been trying to find the tape version of *GFL American Football*, which was part of a Competition from Gamestar. As I receive my magazine every month I look in hope at seeing it printed but to no avail. Could you print it in a future addition or at least inform me if this is not possible. Has anyone got *Gamestar GFL American Football*, tape. Michael Allison, 4 Southlands, Hemingbrough, Selby YO8 7QY.

Multiface 2 wanted. Sensible price paid or swapped for *Pandora*, *GAC* and a game (464 tape).

Philip Haddigan, 49 Main St, Fairlie, Ayrshire KA29 0AB

Desperately want *Carrier Command*, will swap for *Fighting Soccer* and *Rainbow Islands*. I also want *Vigilante*, will buy or swap.

A. Tadman, 2 Chelston Drive, Newbridge, Tettenhall, Wolverhampton, WV6 0LQ.

Any Amstrad Action type-in is supplied on tape or disc. Help given on games programming. Details write to: Adrian Sill, 19 Sherwood Drive, Skellow, Doncaster, S. Yorkshire, DN6 8NY.

Has anybody got the review of the Star LC10 printer from AA 32 (P/Copy or Original)?

Michael Bartlett, 26 Highfield Drive, Bromley, Kent, BR2 ORX.

Please, has anybody got the *Poke to Gauntlet (the first)* 2. The Warrior, the Elf, the Wizard and Thrya does me crazy!!! Thanks.

Inge Botofte, Frederiksborgvej 25, DK-3600 Frederikssund, Denmark.

I'm looking for some very keen Football Management Game Fans to swap or buy such software, tips and ideas. I have *F.M. 1+2*, *Soccer Boss*, *On The Bench*, *World Champions*, *Soccer Supremo* etc. I'd also like a penpal, prefer good looking female around 16 (oh yes? -ed) but anything considered and answered!! Matthew Delahaye, 6 Wyndham Close, Chippenham, Wiltshire, SN15 3SE.

I have 32 pokes (7 for discs) ranging from *Harrier Attack* to *Robocop* (both tapes). 3 Key pokes *New Zealand Story*, *Batman the Movie* and *Renegade 3*. And maps for *Batman the Movie*, *Dizzy 3* and the five levels of *Kettle* (whatever that is). Advice for *Zub* and *Dragon Ninja* and may be a couple more.

Also female penfriend wanted Suffolk area.

Photo please. Only letters with photos will get a reply. Unless of course you want pokes and stuff. Also need help on: *Bloodwych*, *Hammerfest*, *Salamander*, *R-type*, *Karnov*, *Rolling Thunder* and *Goblins*.

Barry Firman, 46 Barhams Way, Wickham Market, Suffolk, IP13 0SR.

I am offering (free) help on all five levels of *They Stole a Million*. If you have not been able to steal that million or if you require assistance on any other aspect of this game, I will tell you how it is done.

P Barone, Martintop Farmhouse, Latimer, Bucks, HP5 1XB

Help! How do you complete *Cybernoid?* I have 2 million points (using cheats) but the same old thing always happens. I also have lots of old *AA*s inc. issue 2 and lots of old games for sale. Please help me. Rajinder Sehgal, 70 Park Road, Letchworth, Herts SG6 1PY

Wanted: *Blue War* submarine simulation by US Gold for CPC6128, disk only. Reward given to first sender of name and address.

Mr M Marsh, 25 Shakespeare Street, Kilton, Worksop, Notts S81 0QG

Will anyone swap a second-hand mouse for *Dr Doom's Revenge*, *The Tolkein Trilogy* and *Scapeghost* (all on disk). I am desperate. B Wickham, 90 Kingsdown Avenue, S Croydon, Surrey CR2 6QH

Teacher who has been asked to help extremely capable boy needs books describing the internal hardware of the CPC 464, e.g. the Firmware Guide or other books dealing with the main chips.

Carrick, 54 Stratford Road, Bromsgrove B60 1AU

I have over 1,000 Multiface pokes for more than 700 games. Please enclose list (no longer than 25 games), and SAE. I can help on LOGO, BBC and Amstrad BASIC. I also own lots of catalogues and can give names of companies that stock soft-hardware.

A W Banks, Tickey Wood, Crapstone, Yelverton, Devon PL20 7PW

Please could someone give me the pokes for *Operation Wolf* and *Operation Thunderbolt*?

Daniel Comber, Stablehurst, Horstead Lane, Sharphorne, West Sussex

A wide range of
EDUCATIONAL SOFTWARE
for AMSTRAD CPC, PCW, PC and all popular
home computers is detailed in our full colour
PARENTS' GUIDE

Ask for a free copy together with a specific
listing for your make of micro.

RICKITT EDUCATIONAL MEDIA
Freepost TU823, Ilton, Ilminster, Somerset,
TA19 9BR. Telephone (0460) 57152
Fax (0460) 53176

MAKE YOUR PC EARN

Yes making money with your PC becomes incidental when you know how. Your micro is, if only you knew it, a gold mine. The size and make is irrelevant. Make the initial effort **NOW** by starting your own

HOME BASED BUSINESS

This may be the most important move you will ever make!

REMEMBER: You'll never get rich by digging someone else's "ditch". Anyone in the country, including YOU, can become very rich in a relatively short period of time just by doing a few basic things! It's more rewarding than playing games. The benefits are many and varied. Full or part time. For **FREE** details send S.A.E. to:



HOME BASED BUSINESS

31, PILTON PLACE (AA15)
KING AND QUEEN STREET,
WALWORTH, LONDON SE17 1DR

COURSEMASTER

The Computer Horseracing Program

- RATES ANY RACE IN SECONDS - ANY DAILY NEWSPAPER IS ALL YOU NEED
- NEVER out of date - Both N. Hunt & Flat - Fast Data Entry
- AMAZING ACCURACY!! - Now you CAN BEAT THE BOOKIE!!
- Works on the simple principle that FAST HORSES BEAT SLOW ONES!!
- Clearly identifies best selection in every race plus these AMAZING features:-
- First, Second and Third choice shown for Forecasts & Tricasts, etc. Recommends most suitable type of bet
- Actually works out your WINNINGS on most popular bets including SINGLES & DOUBLES, win and each way. PATENTS, YANKEES, CANADIANS, HEINZ etc. GOOD EACH WAY and LONG ODDS bets clearly shown.
- Will PRINT out your BETTING SLIP for you.
- Maintains a BANK ACCOUNT - BET like PROFESSIONALS do! Records all your bets in any number of accounts. Keep a complete record of your betting or compare COURSEMASTER against your favourite tipster
- PLUS!! - THE AMAZING COURSEMASTER SYSTEM. This superb betting system is included in the program. A system which regularly produces huge wins from small stakes. Try it! It can pay for itself many times over on the first day!
- Supplied with 20 Page BETTING GUIDE and MANUAL

FREE HOT TIP OF THE MONTH TO EVERY PURCHASER
@ £17.95 tapes, £19.95 discs, inc P&P + VAT

PERM-MASTER

If you are one of those pools punters who regularly uses the perm plans for entering your weekly coupon, (as we at Inset recommend). Then it is often difficult to assess whether or not you have actually won. PERM-MASTER puts an end to that. With it you simply enter the number of points obtained for each of your selections, and PERM-MASTER does the rest. The program is supplied already with some of the top plans built in, but if your favourite is not there, then you can simply create your own, using the unique perm editor.

• FAST and SIMPLE to use.

• UNIQUE PERM EDITOR allows you to add plans not supplied (Simply edit the X's)

• For most BLOCK PERMS and SINGLE LINE plans. (Up to 25 selections)

Available as for POOLMASTER @ £17.95 inc P&P + VAT

£ PROFIT FROM YOUR MICRO

- WHATEVER your MICRO is you can use it to make a good income!
- Even if you only have a couple of hours to spare each week.
- We have put together a package of easy, sensible and practical business ideas which can easily be used by anyone with any micro.
- No computer expertise required!!
- Earn £££'s from home doing what you enjoy doing - using your COMPUTER!! It doesn't matter which model.
- You probably already have all you need to start earning.
- THOUSANDS of potential customers in your area who will GLADLY pay for your services. We will show you how to find them!
- Full step by step guide to EARNING MONEY FROM YOUR MICRO. FREE BUSINESS IDEAS CASSETTE TAPE WITH EVERY COPY

£12.95 inclusive

All progs available for all PCW's, all IBM/PC's + compatibles, Amstrad PC's, Atari + Amiga + CPC 6108. Coursemaster + Poolmaster also available for Spectrums, Commodore 64+128, CPC 464+664.

PROTON SOFTWARE

Tel: 0462 686977 24 Hour. FAX 0462 673227



Cheques/PO's to: PROTON SOFTWARE, ENTERPRISE HOUSE,
BLACKHORSE ROAD, LETCHWORTH, HERTS, SG6 1HL.

PACLAND disc £4.99	PACMANIA disc £4.99	MAN UTD cass £4.99 disc £8.99	SOCER SPECTACULAR Cass £4.99
Please add 50p P&P if under £5	Phone now and place your order	New releases sent on day of release	Products in stock same day

Cass	Disc	Cass	Disc
Adidas World Champion		Fighter Bomber9.99..13.99
Football9.99	Fire & Forget IITBA...TBA
Airbourne Ranger	10.99..13.99	Football Manager II	4.99....9.99
Apprentice	6.99....9.99	Funschool 3	6.99....9.99
Astro Marine Corp	9.99..10.99	Gazza's Soccer	7.99..10.99
Back to the Future 29.99	Ghostbusters II	7.99..10.99
Batman - Movie	7.99..10.99	Ghouls & Ghosts	6.99..10.99
Black Tiger	6.99..10.99	Grand Prix	6.99..9.99
Bloodwycher	6.99..9.99	Gunship	10.99..13.99
Brian Clough		Hard Drivin	6.99..10.99
Football	6.99..9.99	Heros	6.99..9.99
Cabal	6.99..10.99	Hero's of Lance	7.99..14.99
Castle Master	6.99..9.99	Hollywood Collec	6.99..9.99
Chase HQ	6.99..10.99	Hostages	6.99..9.99
Continental Circus	6.99..10.99	Indy Jones Last	
Country Cricket	6.99..9.99	Crusade	6.99..9.99
Crazy Cars II	6.99..9.99	Internat. 3D Tennis	6.99..9.99
Cricket Master	6.99..9.99	Judge Dread	6.99..9.99
Cyberball	6.99..9.99	Kenny Dalglish	6.99..10.99
Dan Dare 3	6.99.....	Kick Off	7.99..10.99
Dark Century	7.99..11.99	Kick Off 2	6.99..9.99
Days of ThunderTBA...TBA	Clax	6.99.....
Dick TracyTBA...TBA	Last Ninja II	8.99..10.99
Double Dragon II	6.99..10.99	Lazer Squad	7.99..10.99
Dragon Spirit	6.99..10.99	Lords of Chaos	6.99..9.99
Dragons of Flame	6.99..9.99	Mazemania	6.99.....
Dr Dooms Revenge	6.99..10.99	Dynamite Dux	6.99..10.99
Midnight Resistance	6.99..9.99	Dynasty Wars	6.99..9.99
Elite	4.99.....	Monty Python	6.99..9.99
Emlyn Hughes	7.99..10.99	Moonwalker	6.99..10.99
Escape From the Planet of the		Narc	6.99..9.99
Robot Monsters	6.99..8.99	New York Warriors	6.99..9.99
European		N/Z Story10.99
Superleague	6.99..9.99	Operation Wolf	7.99..10.99

POOLMASTER

(Formerly 'Pools Predictor' by Conver Computer Systems)
The Computer Football Pools Predictor

The amazing POOLMASTER program is by far the best Pools Predictor we have ever seen. In just 10 weeks of trying this program ourselves, we won no less than 12 dividends, the largest being nearly £300. Mr F.C. Hammond from Essex won nearly £10,000.00 in just 16 weeks. In his own words "It's a licence to print money". POOLMASTER is simple to use and requires only that you keep the league tables up to date using your usual newspaper.

The result of many years research into the Football Pools by the programmer Martin Evans of C.C.S., the program is a masterpiece of expertise, and is simplicity itself to use.

- Predicts Homes, Aways and Draws
- No fiddly typing in of team names etc and no redundant databases.
- Instant read-out or Hardcopy if you have a printer.
- Uses scientific formula based on recent form home and away, league position, goals scored etc. It has long been realised that certain combinations of these factors return a much higher average of draws than the laws of average would expect. POOLMASTER looks for these factors and analyses their significance to give you the best possible chance of a win.
- Also has a 'Sequence Predictor' option. Many people believe that certain numbers on the coupon come up more often than others, and over a season patterns do seem to develop. The program analyses these patterns and predicts the numbers most likely to come up next. Certainly more scientific than sticking a pin in, or family birthdays etc.

If you do the POOLS then this is the program for you.
@ £17.95 tapes, £19.95 discs, inc P&P + VAT

+++SPECIAL OFFER+++

SPECIAL COMPENDIUM DISKS: Please state British or Australian version
CONTAINING BOTH POOLMASTER AND PERM-MASTER - £36.95
CONTAINING POOLS, PERM and COURSEMASTER - £49.95

BUY ANY THREE DISKS (OR TWO INCL COMPENDIUM)

AND RECEIVE PROFIT FROM YOUR MICRO ABSOLUTELY FREE

THE GRAPHOLOGIST

This program is a must for anyone interested in analysing their handwriting, or analysing other peoples. It is also very useful for analysing prospective employees handwriting. To use the program, a sample of handwriting is obtained, preferably in ink. From the main menu of the program you will be prompted and guided to examine each detail of the sample. You will then be taken through deeper and deeper sets of sub menus, all prompting you for relevant details of the writing, and the points to watch for, and add to the file if applicable.

Upon completion you are left with a disk file up to 15 pages long (depending on the depth of detail you choose), this file can then be edited within your word processor to produce a full report for the writer.

Fully experienced Graphologists can charge almost what they like for a full analysis, so this could prove a very lucrative business venture for you. We must however stress, that unless you are experienced in graphology, then we can in no way guarantee the accuracy of the information that the program provides. If you are an enthusiastic amateur or just curious, then this program could provide hours of entertainment, whilst teaching you the finer art of this fascinating subject.

The text within THE GRAPHOLOGIST was researched and written by a top London graphologist/criminologist James Woodward. The software was written by Martin Evans our consultant software writer.

£49.95 inc P&P + VAT

CASHMASTER

Master your own finances. There is now no need to be frightened by accountancy software. CASHMASTER provides you with the easiest method yet invented to keep track of all your finances. Be you a business or professional individual, you are sure to need to know where your money is going. CASHMASTER will allow you to input all the necessary information per transaction in one simple operation, whilst allowing you to extract the absolute maximum from it all again with an array of statements and reports.

- Features VAT analysis
- Easy, natural data entry - Just like a handwritten ledger
- Any amount of ledger files
- Ledgers can span any time period, there is no one year limit
- Reports can be produced over any time span (1 day to 100 years)
- 90,000 Class Codes (User definable) per ledger file
- 30,000 Accounts per ledger file
- Detailed statements showing balances (Selected accounts & classes)
- Profit & Loss Statements (Selected accounts & class totals)
- Tagging of entries for extra report selectivity
- Items can be Inclusive, Exclusive or Zero VAT or VAT can be just ignored
- VAT element automatically calculated and displayed
- Pop up running total calculator
- Entries can be repeated with just one key press (Standing Orders etc) Weekly, Fortnightly, Monthly, Quarterly, Half Yearly or Yearly
- Entries can be edited or deleted at any time
- Insert entries anywhere, CASHMASTER puts them in chronological order for you.
- Reports directable to Screen, Printer or Disk file
- Detailed selectivity for reports
- Reference field for each entry (Invoice No, Desp Note No etc)
- 10,000 entries PC version, 9,000 PCWs
- No need for sorts, always in correct order
- All functions and operations available from main program screen
- Most functions operate from a single key press
- Scan through the ledger a line, or page at a time if required
- Split and merge file
- Class and Account code descriptions visible at all times. Scroll through pages of codes with one key press
- FREE separate running total calculator for adding up those cheques, useful for those quick sums

WE APOLOGISE TO ALL OTHER SOFTWARE WRITERS AND TO ANYONE ELSE WHO HAS BOUGHT THE OTHER SO CALLED 'EASY TO USE' PROGRAMS. CASHMASTER REALLY DOES BLOW THE LID OFF COMPUTERISED ACCOUNTING.

THIS IS HOW IT SHOULD BE DONE

Not only superior to the competition, it's far cheaper too!
£29.95 inc P&P + VAT

INTRASET LTD, (DEPT AA)

FREEPST
No 10 WOODSIDE AVENUE,
CLAYTON-LE-WOODS,
CHORLEY, LANCASHIRE PR6 7QF
Tel: 0490 32844 9am - 6pm or
02572 76800 24hr ordering
ORDER BY FAX 02572 74753



AA SMALL-ADS

For Sale

BUSINESS SOFTWARE for the CPC6128 & 6128+ small business accounts £27.60. Costramer £28.75. Sample disk - contains all our software, without printing/disk routines £4.60. ABC Software, 31 Magdalen Way, Worle, W.S.M. BS22 0PG. (0934) 516714 any-time.

CAVES OF LORE. Olde style adventure game. Collect treasures from the underground labyrinth. Map & help sheet free. £4.50 disk, £3.00 tape. Send S.A.E. 28p and cheque to: Chris Street, 43 Ridgedale Road, Bolsover, Chesterfield, Derbyshire, S44 6TX.

CPC464, colour monitor, joysticks, £500+ software (including Mini Office II, Castle Master), memory expansion. Excellent condition, worth £1000+, for sale at just £250 o.n.o. Telephone 021-550 9799 anytime.

MAGAZINE BACK ISSUES. Computing with the Amstrad. Excellent condition, Vol 1, Nos 1-12 £15.00, Vol 2, Nos 1-9, 11 and 12 £14.00. Price includes postage and packing. Phone (0732) 456929.

CPC464 plus TV modulator, joystick, light gun and 20+ games including Chase HQ, Strider, Operation Thunderbolt. As new £95. Chris (0582) 503087.

AMSTRAD DMP2000 PRINTER, Qualitas plus v.2, Mini Office 2 disk, good condition worth £195. Going for £80 the lot. Will split. Phone (0705) 476230 evenings or anytime weekends. Buyer collects.

CPC6128 9 months old, colour monitor, disk drive, tape deck, lightgun, lightpen, joystick, over £350 of games, AA magazines, excellent condition, all for £520!!! Phone (0463) 221452 after 4pm.

FIRMWARE GUIDE (SOFT 968), laser basic, laser compiler, laser genius, Maxam assembler, Anatomy of CPC:s plus four other books on machine code, CPC6128 manual, £55 o.n.o. Telephone Bazley (0752) 341196.

This section offers you a really cheap and effective opportunity to speak direct to 35,000 CPC owners – or would-be owners. Users report excellent results.

You can place an ad up to 30 words for just £5

So you could use it to sell a printer, launch a user group or advertise a piece of software you've written.

One thing you can't advertise is the sale or swap of software. Such ads can be misused by pirates.

Fill in the application form and send it to us together with payment.

We'll place the ad in the next available issue (published 2-7 weeks after we receive your order).

ORDER FORM

SEND TO AA SMALL ADS, FUTURE PUBLISHING LTD, BEAUFORD COURT, 30 MONMOUTH STREET, BATH, AVON BA1 2AE

Please place the following advertisement in the next available issue of Amstrad Action

Name _____

I enclose payment of £5.00 by Cheque/ B.O/ Access/ Visa

Address _____

Credit Card number

www.mechanicsmag.com | 11

Classification Tick box: For sale Wanted

User Groups

100

Write your advertisement here, one word per box. Include your name and phone number if you want them

Soccer Management Simulator for the CPC6128

SMS is probably the most realistic football strategy game available for any home computer. This is because SMS is purely and simply a strategy game, it doesn't try to be an arcade game or a graphical masterpiece. The CPC market is flooded with football manager games that sacrifice realism and strategy to appeal to arcade game fans, or limit gameplay by wasting memory on detailed graphics to catch the eye of reviewers. SMS uses sound and graphics only where they are necessary leaving more memory for important things.

SMS lets you manage any of the 92 clubs in the English League or one of the 38 in the Scottish League. All the clubs are realistic representations of their real counterparts, each has its own ground capacity, level of support, and degree of ambition. Every club has a first team squad containing 17 players, most of whom were present at the end of the 1989-90 season. All the Divisions contain the correct number of teams and play the correct number of league matches each season.

The League and FA cups are included as are the three European competitions. In addition to the 130 British clubs there are 100 foreign clubs, so that there are over 3800 players to buy and sell.

The players in SMS have the following attributes - age, form, position, and overall skill which is made up of the following abilities - ball control, passing, shooting, goal scoring, tackling, work rate, and speed. There are ten player positions, goalkeeper, and left-right-central defence, midfield, and attack. The manager can use any formation he wants and can tell his players which positions to pass to.

Very briefly, other features of SMS are - concise manual, disk not copy protected, save/load facility, league program, record of league results, financial accounts, youth squad, substitutions, two-leg matches, intelligent opposition, etc.

**SMS works only on the Amstrad CPC6128.
Price £15.00 including P/P. (Overseas add £3.00)
Cheques/postal orders payable to Serious Games.**

Send to - Dept AA12, Serious Games, PO Box 6, Seaham, Co Durham, SR7 7EE

RIBBONS

MADE IN THE UK BY	S	SWALLOW
Amstrad		
PCW 8256 Fabric LONGLIFE	2741LL	£4.95 Band C
PCW 8256 Fabric colours	2741Col	£4.95 Band C
PCW 8256 Multistrike Films	2741MS	£4.95 Band B
PCW 9512 Fabric LONGLIFE	2746LL	£4.95 Band C
PCW 9512 Fabric colours	2746Col	£4.95 Band C
PCW 9512 Multistrike Films	2746MS	£4.95 Band B
DMP 2000/3000/3160	2482FN	£2.95 Band A
DMP 4000	2426FN	£5.95 Band D
LQ 3500	2741LL	£4.95 Band C

Others.

Brother M1009/1109/1209	2412FN	£4.95 Band C
Commodore MPS-803	2412FN	£4.95 Band C
Canon PW1080A	2223FN	£4.95 Band C
Citizen 120D/180E/LSP-10	2488FN	£3.95 Band C
Citizen MSP-20/40/50	2477FN	£4.95 Band C
Citizen HQP-45	2478FN	£6.95 Band E
Citizen Swift 24 pin	2488DN	£4.95 Band C
Epson FX/MX/RX-80/LX-800	2273FN	£3.95 Band C
Epson LX/GX-80/LX-86/90	2454FN	£4.95 Band C
Epson LQ-400/500/800/850	2477FN	£4.95 Band C
Epson EX-800/1000	2774FN	£4.95 Band C
Epson MX/FX-100/1000/1050	2320FN	£4.95 Band C
Jukl 6100 Daisywheel	2563MS	£3.95 Band B
Mann/Tally MT80/81	2698FN	£4.95 Band C
Mann/Tally MT85/87	2739FN	£4.95 Band C
Mann/Tally MT86/88	2740FN	£5.95 Band D
NEC Plnwriter P1/P2/P6	2254FN	£4.95 Band C
NEC Plnwriter P2+/P2200	2844FN	£4.95 Band C
NEC P6+/P7+	2870FN	£5.95 Band D
Panasonic KXP 1081/1090	2228FN	£4.95 Band C
Panasonic KXP 1180	2905RD	£4.95 Band C
Panasonic KXP 1124	2904RD	£4.95 Band C
Selkosha GP 100	2317FN	£3.95 Band B
Selkosha SL 80/SP 1000/1200	2741FN	£4.95 Band C
Selkosha GP 500/550	2236FN	£4.95 Band C
Shinwa CP-80	2698MS	£4.95 Band C
Star LC-10/NX 1000	2861FN	£3.95 Band B
Star LC-10 4 colour	2869Col	£5.95 Band D
Star LC-24 10	2868FN	£3.95 Band B
Star NL-10	2761FN	£4.95 Band C

★ new! COLOURS		
CITIZEN 120D/180E/LSP-10	2488Col	£4.95 Band C
EPSON FX/MX-80	2273Col	£4.95 Band C
EPSON LX/GX-80/86/90	2454Col	£4.95 Band C
NEC P6+/P7+	2870Col	£6.95 Band E
SEIKOSHA GP 500A/550A	2236Col	£5.95 Band D
STAR LC-10/NX 1000	2861Col	£4.95 Band C
STAR LC-24 10	2868Col	£5.95 Band D

* COLOURS AVAILABLE ARE - Blue/Brown/Red/Green
Buying more than one? 2 - OFF 5 - OFF
Price Band A £5.75 £12.95
Price Band B £7.45 £16.45
Price Band C £8.95 £19.95
Price Band D £10.95 £22.95
Price Band E £12.50 £27.80

If your ribbon is not listed - please enquire
WE CARRY RIBBONS FOR 800 DIFFERENT PRINTERS

LOWEST PRICES GUARANTEED! INC VAT

	5	10	20	50	100
Maxell 3"	£9.95	£17.99	£35.50	£87.50	£170.00
Amsoft 3" discs (uncased)	£11.95	£21.95	£43.50	£107.95	£213.00
Cased 3" Maxell	£11.95	£22.45	£44.50	£109.95	£215.00
Individual plastic cases	£2.50	£4.95	£9.45	£21.95	£39.95
3" Disc Labels	£0.35	£0.65	£1.20	£2.75	£4.00
3 1/2" discs	£5.50	£8.95	£17.45	£39.95	£79.00
5 1/4" discs	£2.50	£4.95	£9.50	£21.95	£39.95

ORDER WITH
CONFIDENCE
ALL DISCS
GUARANTEED

DON'T THROW AWAY USED FABRIC PRINTER RIBBONS - REINK THEM FOR £1.45 EACH

DISC BOXES; INC 2 KEYS, DIVIDERS ETC. A QUALITY LOCKABLE BOX FOR 3" OR 3 1/2" DISCS
CAPACITY

5 CF2£8.75 (5 CAP BOX NOT LOCKABLE) 5 MAXELL & BOX£12
HOLDS 35£7.95 HOLDS 70£11.95 BOX 35 cap + 10 CF2£86.50
STAR LC10 RIBBON, black £3.95, colour £9.95 BOX 70 cap + 20 CF2£49.00

DISC FORMAT TRANSFERS £5.95 (plus Media) / DISC SAVE £££'S TRANSFERS
BETWEEN 500 FORMATS 3" x 3 1/2" x 5 1/4" CPC/M / MSDOS / APPLE/MAC / BBC

WE ARE PUBLIC DOMAIN SPECIALISTS. 150 DISKS IN OUR LIBRARY, S.A.E. FOR FREE CATALOGUE.

PCW-WORLD COTSWOLD HOUSE, CRADLEY HEATH, WARLEY, WEST MIDLANDS B64 7NF
TELEPHONE OR FAX 0384 66269 ANYTIME
All prices include VAT. Please add £1 P&P per order.



CPC BUSINESS SOFTWARE

GENERAL LEDGER 6128...£29.95

Simplified book-keeping system for small firms/clubs or self-employed. Handles Receipts, Payments, V.A.T., Bank/Cash and Profit/Loss account.

STOCK ACCOUNTING SYSTEM ..£39.95

Integrated stock control/invoicing package for the CPC 6128. Produces invoices from a built-in price list.

SMALL TRADERS PACK£29.95

Budget business disc with sales and purchase ledgers, mail list, stock file and more! Runs on 464/664/6128.

AUSTRALIA: CUE 3, P.O. Box 548, Rosny Park, TAS, FO18. Tel 002 535 318

To order: Send cheques, POs or SAE for catalogue stating computer/printer:

SD Microsystems (Dept AA)
P.O. Box 24 Hitchin Herts. 0462 422897



cost effective computing starts here...

CASPELL computer
order line 0202-666155
fax line: 0202 - 668208
PAPER

BEST QUALITY white, wood free - LOW DUST specification
11x9.5" 60gsm FANFOLD LISTING 2000 £13.95
11x9.5" 70gsm MICROPERFORATED 2000 £15.95
11x9.5" 85gsm LETTER QUALITY 1000 £10.95
A4 size 70gsm MICROPERFORATED 2000 £19.95
A4 size 85gsm LETTER QUALITY 1000 £19.95
A4 size NCR 2 PART PLAIN 1000 £21.95
11x9.5" NCR 3-PART PLAIN 700 £24.95
...and of course there's our own UNIQUE A5 continuous paper
A5 size 80gsm LETTER QUALITY 1000 £19.95

CARRIAGE:- PLEASE ADD £5.00 TO ANY ORDER FOR PAPER

DISKS

branded quality

BENCHMARK - SENTINEL "Need we say more!" Superior disk for all applications - we use these ourselves

* High clip level and high magnetic coercivity

* High performance with reliability

5.25" DS/DD HD 1.2MB

25 for just £13.95 10 for just £11.95

50 for just £24.95 25 for just £24.95

100 for just £47.95 50 for just £47.95

3.5" DS/DD HD 1.44MB

10 for just £11.95 10 for just £23.00

25 for just £24.95 25 for just £47.95

50 for just £47.95 50 for just £89.95

...and for the AMSTRAD CPC:

5 for just £11.50 10 for just £21.95

20 for just £43.90 plus FREE...

LOCKABLE DISK BANK (holds 20+) WORTH £9.95

HOW TO ORDER

order by FREEPOST . . . or In PERSON

CASPELL COMPUTER OPEN 9 to 5pm MON/SAT

Dept AA FREEPOST

Strete Industrial Est

Strete Road POOLE Dorset BH15 2AF

0202 - 666155 4 lines - 24 hrs

PAYMENT CHEQUES - made payable to CASPELL COMPUTER

VISA and ACCESS POSTAL ORDERS

RIBBON REFRESH still only . . . £8.95

Fanfold LABELS from AVERY

Standard address size available 1 or 2 across

3.5" x 1.5" . . . £3.75 per 1000

many other sizes stocked - please enquire

CARRIAGE:- PLEASE ADD £2.50 TO ANY ORDER FOR LABELS

ALL OUR PRICES INCLUDE VAT

same day despatch + 1st class delivery

ALL ITEMS FREE DELIVERY except Paper and Labels

DELIVERY PAPER + UK MAINLAND ENVELOPES LABELS ELSE

3/5 DAY SERVICE £5.00 £2.50 & FREE

NEXT DAY SERVICE £10.00 £10.00 £10.00

(order placed by 3:00pm)

PERSONAL CALLERS OVERSEAS (optional insurance)

Free of Charge (of course) Surface shipping at cost

Surfex shipping at cost

OVERSEAS (optional insurance)

Surface shipping at cost

OVER

NIGHTBREED

1

Ocean
Based on the grisly film, in turn based on the book Cabal. Prove to the world you're not a psychotic killer!

CRUISER

2

Powerplay
The games reviewer's favourite joystick. Pick the winner and "shoot-em up" every time. "You can even hit people with it too!" Trenton W.

IRON MAN

3

Virgin
Ivan 'Ironman' Stewart's Super Off-Road Racer. A Super Sprint style racer for up to three players. Collect icons, upgrade your truck and burn some rubber!

PUZZNIC

4

Ocean
A complex puzzle game that has you matching colours and moving blocks in a multi-level brain-teaser to keep you hooked for ages.

Description	Price	Order No
Nightbreed Cass	£8.99	AA627AC
Nightbreed Disk	£11.99	AA627AD

Description	Price	Order No
Cruiser Joystick	£9.99	AA618

Description	Price	Order No
Iron Man Cass	£7.99	AA624AC
Iron Man Disk	£10.99	AA624AD

Description	Price	Order No
Puzznic Cass	£8.99	AA628AC
Puzznic Disk	£11.99	AA628AD

AMSTRAD ACTION

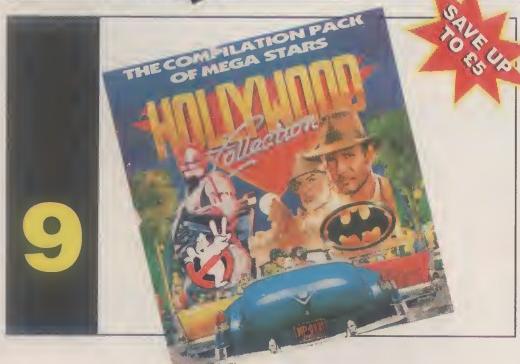
THE LATEST AND GREATEST PRODUCTS AT THE BEST POSSIBLE PRICES!

**1**

HOW TO ORDER...
JUST MAKE A NOTE OF
THE PRODUCT NAME
AND ORDER NUMBER
AND FILL IN THE
ORDER FORM
OPPOSITE... OR RING
OUR HOTLINE NUMBER
ON 0458 74011

**5****SAVE UP TO £3**

HOTLINE
0458 74011

**9****SAVE UP TO £5**

PRICES INCLUDE
POSTAGE, PACKING
AND VAT
NO HIDDEN EXTRAS

**2****EXCELLENT VALUE****6****SAVE UP TO £4****MASTER GAME****10**

SEE OUR AMAZING SUBSCRIPTION OFFER OF
FREE SOFTWARE ON PAGE 80/81

TOTAL RECALL

8

Ocean
Play the part of construction worker Doug Quaid as he learns of his secret past and travels to the planet Mars

HOLLYWOOD

9

COLLECTION
Ocean
Robocop, Ghostbusters II, Indiana Jones and Batman – all in one fabulous compilation!

AA T-SHIRT

10

Are you one of the many loyal CPC owners who avidly reads Amstrad Action? If Yes, then spread the word by wearing this superb American T-Shirt.

AA BINDER

11

Keep your valued Amstrad Action magazine collection together in this bright red binder.

Description	Price	Order No
T. Recall Cass	£8.99	AA630AC
T. Recall Disk	£11.99	AA630AD

Description	Price	Order No
H. Collect Cass	£11.99	AA631AC
H. Collect Disk	£14.99	AA631AD

Description	Price	Order No
Med T-Shirt	£4.99	AA361R
XL T-Shirt	£4.99	AA362R

Description	Price	Order No
One Binder	£5.99	AA417R
Two Binders	£9.00	AA4172R

TURTLES

5

Mirrortsoft

Playing the part of the 'heroes in a half-shell', rescue April O'Neil from the evil Shredder and his army of Ninjitsu Warriors.

Description	Price	Order No
Turtles Cass	£10.99	AA629AC
Turtles Disk	£11.99	AA629AD

TURRICAN

6

Rainbow Arts

Take Turrican into battle in this full-blooded shoot-out game. A massive game to keep you going for a very long time.

Description	Price	Order No
Turrican Cass	£7.99	AA622AC
Turrican Disk	£10.99	AA622AD

STOP PRESS & MOUSE

7

Database Software

If you're serious about DTP then consider no other. Powerful features and a superb mouse make it excellent value for money.

Description	Price	Order No
S/P & Mouse	£64.95	AA606

HOW TO ORDER...
JUST MAKE A NOTE OF THE PRODUCT NAME AND ORDER NUMBER AND FILL IN THE ORDER FORM OPPOSITE... OR RING OUR HOTLINE NUMBER ON 0458 74011

MAIL ORDER

**3****4**

BACK ISSUES

Want to complete your collection of the ultimate CPC magazine? Why not buy the following issues, for the same price as newsstand, we pay the postage!

BUY ANY FIVE FOR ONLY £5!

ISSUE	PRICE	ORDER NO
ISSUE 46	£1.45	AA46
ISSUE 47	£1.45	AA47
ISSUE 51	£1.45	AA51
ISSUE 53	£1.45	AA53
ISSUE 54	£1.45	AA54
ISSUE 55	£1.45	AA55
ISSUE 56	£1.45	AA56
ISSUE 57	£1.45	AA57
ISSUE 58	£1.45	AA58
ISSUE 59	£1.45	AA59
ISSUE 60	£1.45	AA60
ISSUE 61	£1.95	AA61
ISSUE 62	£1.60	AA62

**7****8****12****11**

FUN SCHOOL 3

12

Database Software
Bumper packages of educational software for infant and primary school children. The complete suite of six programs.

Teddy Bear Under 5's Frog
5-7 years / Robot Over 7

Description	Price	Order No
T. Bear Cass	£9.99	AA632AC
T. Bear5 Disk	£11.99	AA632AD
Frog Cass	£9.99	AA633AC
Frog Disk	£11.99	AA633AD
Robot Cass	£9.99	AA634AC
Robot Disk	£11.99	AA634AD

AMSTRAD ACTION MAIL ORDER

Name _____

Address _____

Postcode _____

Phone number _____

Description _____

Price _____

Order No _____

Method of payment (please circle) Access • Visa • Cheque • PO

TOTAL ORDER _____

• For overseas orders
call Clare for prices on
0458 74011

Credit Card No _____

Expiry date _____

Please make all cheques payable to
Future Publishing Limited

SEND THIS FORM TO: Clare Bates, Amstrad Action,
The Old Barn, Freepost, Somerton, Somerset, TA11 7PY

No stamp required if posted in the UK, Channel Islands or the Isle of Man



ANOTHER ISSUE ENDS...

A AFTERTHOUGHT

**The AA team spares a fond thought
for the month gone by...**

Autumn, season of mists and mellow fruitfulness. The leaves are turning colour and falling, the nights are drawing in, the clocks have gone back, people's thoughts turn to... hang on, this is the December issue! Well, don't forget that we write this stuff weeks in advance. But it's not too soon to be thinking about... Christmas.

Which is why we want you to send in your Christmas present list. We won't give you any of the things on it, of course (what do you think we are?) No, instead, we'll be giving away half a dozen ultra-fabby Spectravideo joysticks to an equal number of especially original readers, those who send in the funniest, daftest, most original etc Christmas lists to: **The AA Pressie List Compo** at the usual address. OK?

N.B. We do not approve of anything rude or libellous – unless it's funny. We can't guarantee to print all the winning entries, because we have this sneaking suspicion half of them won't be fit for it...

ANOTHER CAPTION COMPO!

Oh Gawd, we shudder to think what you're going to make of this one... Address your gems to: Crazy Caption Compo at the usual address – you could win one of these Spectravideo joysticks!



To the Newsagent: *Amstrad Action* is distributed by Future Publishing

Dear Newsagent,
Please reserve me a copy of the January issue of *Amstrad Action*, due out on Thursday, 20th December.

Name:

Address:

If you're under 16, please get your parent or guardian to sign here:



ADVERTISERS INDEX

ABC Holdings.....	36	First Choice Software	79	Prism	18
Amstrad	35	Glenco Software.....	61	Proton Software.....	93
Arnor	59	GMF Programmes.....	83	Rickitt	93
Boxoft	59	Home Based Business	93	SD Microsystems	95
Bruce Everiss	46	Instamec.....	83	Selec Software	83
Brunning Software.....	30	Intraset	93	Serious Games.....	95
Caspell	95	K & M Computers	62	Siren Software	23
Challenge Software	61	Medway King.....	36	Software Superstores	61
Compumart	80	Microgenic Systems	59	Titus/Entertainments International.....	70
Cottage Software	83	Microstyle	46	Turbosoft	42, 43
Database Exhibitions	4	Mirrorssoft	38	US Gold	IBC
Database Software	49	MJC Supplies	82	Virgin	6, 54
Datal Electronics	32, 33	Ocean Software ...IFC, 3, 15, 53, 67, OBC		Voiceline	37
DGA Software	36	Osprey Software	46	Wacci UK.....	10
Dunning	59	PCW World.....	95	Wave	36

KARTING KOMPO WINNERS!

Here it is, the list of those lucky, lucky winners of our fabulous Karting Kompo. In a few days we're all off to Castle Combe Skid Pan and an afternoon's crashing, banging, skidding, sliding, bumping and boring. And that's only the hire car.

We've hired ace photographer Stuart Baynes to record the proceedings, and even promised him a go in one of the karts if he behaves himself. A full report next issue, including the final winners' placings, retirements, injuries, number of engines blown and all the tales of who took who off at which corner and how many teeth they lost as a result.

And now, the five plucked-from-the-hat winners...

- Richard Dobson, Essex
- Simon Woodley, Weymouth
- Gareth Floodgate, Essex
- Philip Haddigan, Ayrshire
- Mrs A L Hawes, Devizes

And the sender of the best postcard? Well, it had to be Richard Wildey, from London. Here's his entry:



"FLYING THIS MISSION IS LIKE ...

U.N.SQUADRON™

... SHAKING
HANDS WITH
THE DEVIL."

Available on:

CBM 64/128 cassette & disk.

Amstrad cassette & disk.

Spectrum 48/128K cassette.

CBM Amiga.

Atari ST.

CAPCOM®
USA

U.S.GOLD®

Capcom is a registered trademark of Capcom U.S.A., Inc. © 1990 Capcom U.S.A. Inc. All rights reserved.

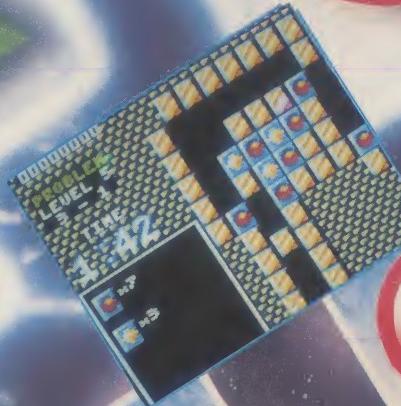
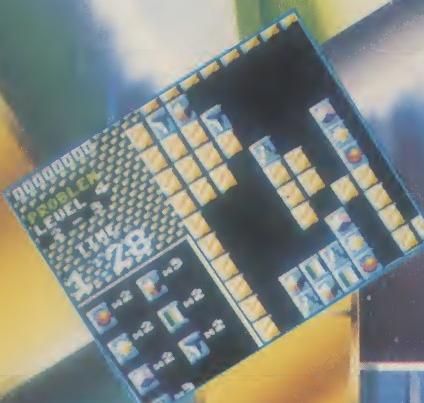
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.

PUZZNIC

The latest and greatest puzzle game to hit the Western World has now come to your computer! The best selling coin-op game by Taito employs 144 levels of fiendish perplexity as you position the

blocks and make them disappear.
Sounds easy?

The gameplay is staggeringly simple - the ingenuity lies in the formation of the screens! Get puzzled by PUZZNIC and be prepared for many long nights of frustration and excitement!



Ocean Software Limited, 6 Central Street, Manchester M12 5NS
Telephone 061 832 6633, Telex 669977 OCEANS C, Fax: 061 834 0650

TAITO